

ISSUE NO.
192
FEBRUARY

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GAME TRADE MAGAZINE

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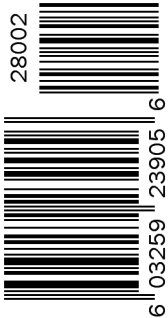
FUN LEADS THE CHARGE IN 2016.

VICTORSTM
ORGANIZED PLAY



IN THIS ISSUE:

- TEST YOUR METTLE AGAINST THE FIENDS AND FOES OF THE FORGOTTEN REALMS WITH WIZKIDS' *DUNGEONS & DRAGONS* DICE MASTERS: FAERÛN UNDER SIEGE!
- SEEK FAME, FORTUNE, AND ADULATION IN THE GLADIATORIAL ARENA OF HACK AND SLASH GAMES' *OPHIDIAN 2035*!



THE DICE ADVENTURE BEGINS FEBRUARY 2016

DUNGEONS & DRAGONS

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DUNGEONS & DRAGONS



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Games

COVER STORY

The Spoils in 2016

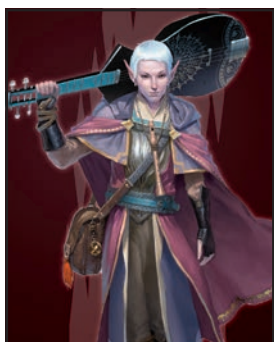
By Arcane Tinmen



Ungodly Mess! Celebrate a decade of card play decadence with a smorgasbord of awesome *The Spoils* product primed for release this year!

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Dungeons & Dragons Dice Masters: Faerun Under Siege

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Fighting in the Ophidian Arenas

Go with the Flow! Seek fame, fortune, and adulation in *Ophidian 2035*, Hack And Slash's brutal, fast-paced deck-building game of futuristic gladiatorial combat. by Mim Paquin

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Assemble your clan. Enter the tournament. Fight for honor. Introducing Ninja All-Stars, a new league building battle game, from Ninja Division and Soda Pop Miniatures. Collect from an expanding range of world class miniatures, and bring your opponents to their knees with skill, strategy, and a little luck.

www.ninjadivision.com

FOREword

"When God was making the months I think February was a mistake, like a burp. There it was, small, dark, and prickly. It had absolutely no redeeming qualities."

Shannon Wiersbitzky, *What Flowers Remember*

February. The shortest and most underappreciated month of the year. Frankly, I think it gets a bum rap. It's during this period in the Gregorian calendar that we embrace kissy-face fealty, celebrate Black History, and pray to a weather-forecasting, ground-burrowing marmot that it doesn't glance at its shadow. Babe Ruth, Charles Dickens, Galileo, George Washington, Jennifer Aniston, and Matt Groening were born under the sign of Pisces. And, don't even get me started on National Jell-O Week.

We here at GTM give February the same respect, mindfulness, and due diligence as the eleven other months. In fact, we're going one step further — we're *spoiling* it. We've spared no expense as our Cover Story celebrates a decade of card play decadence with Arcane Tinmen's *The Spoils* and its Victors Organized Play experience! February continues to shine as Hack and Slash Games reveals the future of gladiatorial combat with their resurgence of the fast-paced deck-building game, *Ophidian 2035*, while WizKids returns to the Forgotten Realms in *Faerun Under Siege*, the second epic expansion for *Dungeons & Dragons Dice Masters*, and Fantasy Fight unleashes *Wolves of the North*, the first deluxe expansion for *A Game of Thrones: The Card Game Second Edition*. Plus, we round out this February edition with articles and reviews galore spotlighting Mayfair Games' *Extra! Extra!*, *King Chocolate*, and *Steam*, as well as Fantasy Flight's *Warhammer Quest: The Adventure Card Game*, Ninja Division's *Ninja All-Stars*, and Renegade Game Studios' *Snow Tails*!

With the seasonal holidays in our rearview mirror and 2016 barely in its infancy, February can still call dibs on '...the most wonderful time of the year'. Game On!

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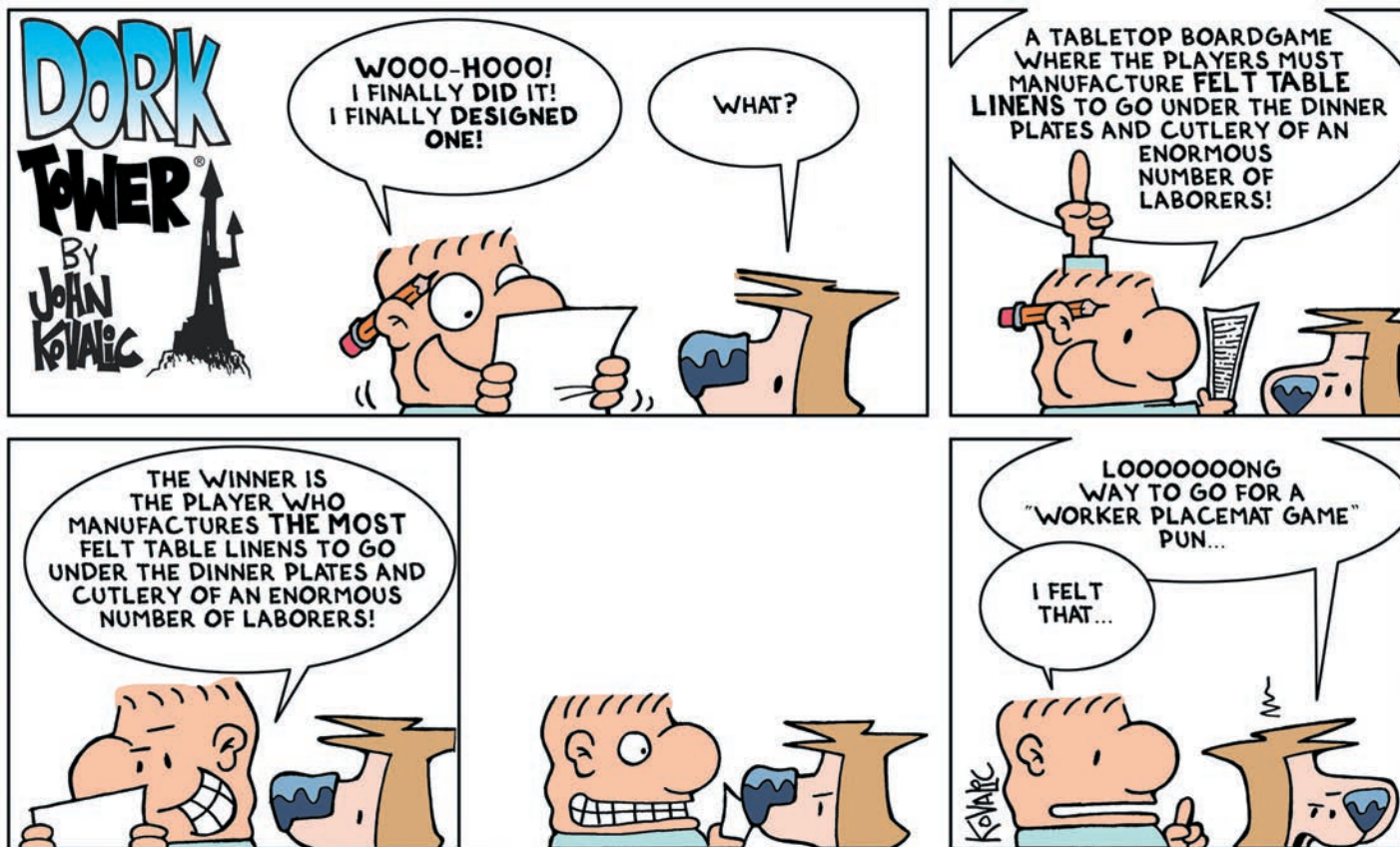
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SHADOWRUN[®] RIGGER 5

PREMIUM RUSH

Spin your wheels over slick sprawl streets while drifting away from hot pursuit. Fly through narrow canyons ahead of missiles twisting their way after you. Shrink down to insect size to get an eye on places outsiders aren't supposed to see. These are just some of the ways riggers jack up their seemingly unending adrenaline rush, as they show that the hardest shadowrunners to hit are the ones that stay in motion.

Rigger 5 is the ultimate hot-rod, jet plane, speedboat, and more companion for Shadowrun. With dozens of new vehicles and drones, more detailed rules for vehicle chase and combat, and customization rules, this is a book that every rigger needs to get ahead of the competition and stay there. Get the feel of laying down hot rubber in the cold shadows of the Sixth World and a taste for speed, danger, and a good, clean getaway.

Rigger 5 is for use with *Shadowrun, Fifth Edition*.

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ORGANIZED PLAY

THE SPOILS TCG: NEW PLAYER PACK, THE BASIC BOX OF AWESOMENESS

ATM AT81001 \$24.95 |

Available Now!

How do you kick off a new year after the best in *The Spoils* history? Between winning the Origins Award for Fan Favorite Collectible Card Game, selling out of several older products, releasing three new offerings and totally updating our online presence, 2015 will be a tough year to beat. But going into our Tenth Anniversary year, we think we know how to celebrate a decade of card play decadence.

With a campaign of ungodly victory!

And it all starts with you!

In 2016, *The Spoils Card Game* is poised to release more products than in our entire history with an eye towards updating our rules to focus on new players. First up is the exciting conclusion of the *Unlikely Heroes Cycle*, in which our main characters must destroy a living mass of tentacles with untold power traipsing about as a god before it can be harnessed to destroy the world. The set is aptly titled *Ungodly Mess*, and brings 150 brand-new cards to the table. *Ungodly Mess* introduces a new rarity – Uber Rares – extremely powerful cards that will add new strategies and even new win conditions to the mix.

In addition, our ultra rare “Epoch” edition chase set, included randomly in *Ungodly Mess* booster packs, gives veteran players a chance to recapture vintage favorites, and gives a hint of the beautiful new layouts to come in future *Spoils* offerings.

That’s not all we’ve got in store for *Ungodly Mess*, but we’re going to have to keep the rest a secret for now. Make sure to check out our Facebook, Twitter, and website, www.thespoilscardgame.com, for more details.

New products aren’t the only smorgasbord of awesome we’ve got cooking in 2016. We’ve traveled the world and spoken to card players everywhere and found that there’s a *hunger* for fun, casual play that doesn’t take itself too seriously.

Enter *Victors Organized Play*.

We’re selecting three-hundred stores in the US to become our first partners in spreading the spoils of *Victors* to the card players of America. *Victors* stores receive a package that comes with everything they need to succeed, including two posters, one-thousand stickers, a window decal, twenty playcards, and two-hundred exclusive promos. Here’s the best part – becoming a *Victors* store is totally free!

“I’M A PLAYER, NOT A STORE. WHAT’S THIS MEAN TO ME?”

A chance to play your most fun, highly casual, never-gonna-win a tournament deck for fun, and still earn yourself free exclusive promos.

All you have to do is play, be it with a starter deck, a homebrew, a net deck, or what our R&D team affectionately calls a “sheer pile” of cards. No matter what level of player you are, we’ve thought of you. (Sweet of us, no?)

With our brand-new format, *Spoiled Rotten*, no deck idea goes unplayed and no fun is wasted. The idea is simple: stores host *Spoiled Rotten* once a week and play no matter how many show up to participate. Players are given a playcard and for every win or loss, they get a sticker. Five stickers nets you a slick promo, unavailable anywhere else.



Spoiled Rotten is the perfect venue to try out your craziest decks, sweetest strategies, and ultimate dueling desires. It’s a fun, casual environment that lets new players join without worrying about getting beat up by the more experienced pros, and let’s the veterans among us tutor new players for competitive play. *Spoiled Rotten* is all about recapturing that first sense of excitement when cracking packs, chasing rares, pulling out trade binders, and trying new strategies was the end all be all to the card gaming world. All of us here at *The*



Spoils are rabid card players through and through – we miss that first jolt of discovery when playing a new game. We've designed *Spoiled Rotten* to turbocharge you week after week.

"CASUAL IS OKAY I GUESS, BUT I'M A PRO. THANKS ANYWAY."

Hold on there, sport! *The Spoils* was born and bred to be a competitive card game (don't let the 1,337 speak, literal fat cat bankers, and Abominable Hamster-style cards fool you).

That's where our brand-new player portal and tournament software comes in. It's easier than ever to sign up and get going. Simply create a profile, choose whether you're a player or a retailer, and start hosting tournaments. We've created a revolutionary Google Chrome Plug-In for tournament software that syncs seamlessly with the player portal to keep track of leaderboards, tournaments, player points, and a retailer's Tier. The more events hosted, the higher the Tier, which means different and unique prizes.

Player Points aren't just for bragging rights (although we won't be mad if you brag). They can be redeemed for byes and invitations to bigger events, including our Spoils Championship held at Gen Con 2016.

"KEEP TALKING."

Your friendly local game store, through their Retailer player portal profile, can purchase unique tournaments hosted by the iconic characters in our game world, like *Rudo Mangod's Dragonweight Championship*, to earn their players extra points, dice, playmats, and Micomajig tokens made from pewter. 350 points gets you free entry into the Spoils Championships, byes, and more.

We're also proud to announce the newest addition to *Victors Organized Play*: the *Victors Circuit*, hosted in partnership with Alter Reality Games, coming to cities all over the country. For those seeking the thrill of competitive play, these regional style events are for you. Earn cash prizes, badges to Gen Con, invites to The Spoils Championship, and much more.

Don't have *The Spoils* in your store? Not yet? Our newly rehashed Ambassador Program gives you the chance to host demos at your local store and earn unique Ambassador Rewards Points that are stored in the Player Portal and can be redeemed for unique promos, playmats, prizes, and product. Don't have a store near you? Post a *Spoils*-related Youtube video. Record a podcast. Create a fan site. If you're championing the cause of *Victors Organized Play*, we want

you to reap the sweet, sweet *Spoils* of your Ambassadorial pursuits.

Sign up to become one of our three hundred *Victors* stores by visiting www.thespoilscardgame.com/victors and help bring *The Spoils* to your local game shop by becoming an Ambassador at www.thespoilscardgame.com/ambassador-program.

So, how do you kick off the Tenth Anniversary of one of the naughtiest, silliest, most strategic card games on the market?

By making everyone a Victor, and leading the charge for unabashed fun!

...



A GAME OF THRONES™

THE CARD GAME

« SECOND EDITION »

WOLVES OF THE NORTH EXPANSION



Wolves of the North Expansion

GT08 | \$29.95 | Available 2nd Quarter 2016

The first Lords of Winterfell had been men hard as the land they ruled. In the centuries before the Dragonlords came over the sea, they had sworn allegiance to no man, styling themselves the Kings in the North.

—George R.R. Martin, *A Game of Thrones*

The northern lands of Westeros are renowned for their summer snows and the cold honor of the men and women who dwell there. Ruled from Winterfell by House Stark, the North is a realm set far apart from the cloying intrigues of King's Landing. Players of *A Game of Thrones: The Card Game* can lead their armies out of the North to victory with the game's first deluxe expansion, *Wolves of the North*!



Wolves of the North focuses its spotlight squarely on the lords, ladies, knights, servants, and allies of House Stark, while offering players the game's first large influx of cards. New versions of iconic characters like

Eddard Stark, Catelyn Stark, and Jon Snow expand the options available to House Stark, along with other characters who join the game for the first time in this expansion, including The Blackfish, Hodor, and Osha.

Of course, players who prefer the politics and backstabbing ways of the south will also find reason to pick up *Wolves of the North*. This deluxe expansion offers two non-loyal cards for each of the other seven factions, alongside six new neutral plots and other neutral cards to change every deck and every faction's identity.

THE NORTH IS STRONG

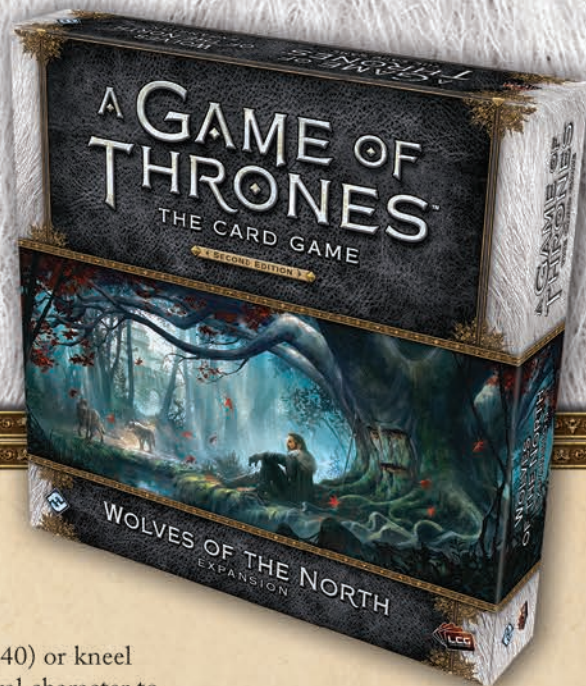
As House Stark takes center stage with *Wolves of the North*, they reveal new strategies and tactics that players can use as their armies march south to confront their enemies.

To begin, House Stark offers more support for **Direwolf** cards to terrify their foes. Several **Direwolves** are already a part of the game, but you can bring them into play much more reliably with a new plot loyal only to House Stark: *A Time for Wolves* (*Wolves of the North*, 46). When a player reveals this plot, he can immediately search his entire deck for a **Direwolf** card, and if that card costs three or less, put the chosen card into play. By calling **Direwolves** to his side at will, any player can become a formidable foe.

WWW.FANTASYFLIGHTGAMES.COM

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GTM FEBRUARY 2016



Other cards in *Wolves of the North* invite House Stark to draw upon the strength of the winter itself to triumph over its foes. Beginning in this expansion, certain cards trigger off of plot cards with the **Winter** and **Summer** traits. Of course, House Stark has a natural affinity for plots with the **Winter** trait.

Players may establish their right to rule from Winterfell (*Wolves of the North*, 17), the ancestral home of the Starks. Not only does Winterfell raise the strength of a player's Stark characters, it also gives that player a valuable tool for stopping any underhanded or devious tricks before they can truly begin. After a challenge is initiated, a player may kneel Winterfell to prevent players without a revealed **Winter** plot card from triggering card abilities until the end of the challenge - putting the advantage fully on the Stark's side for the remainder of the challenge.

CALL YOUR ALLIES

With the power of winter and the fearsome terror of the direwolves at their back, House Stark may seem to have little need of other allies to support them. Players will find more than just House Stark cards in *Wolves of the North*, however. As mentioned above, each of the other seven factions receives two non-loyal cards that can be included in any deck, in addition to a host of powerful neutral cards. Whether players use these additional cards to support the claim of House Stark or oppose it, these cards will change the game of thrones forever.

Players may creep past Stark patrols with a Young Spearwife (*Wolves of the*

North, 40) or kneel a neutral character to gain two gold when they enact a Tithe (*Wolves of the North*, 45). Six new neutral plots also open the door for any faction to take advantage of **Winter** and **Summer** plots. Even for players who don't focus on House Stark as their main faction, *Wolves of the North* is indispensable for every player's collection.

KINGS OF WINTER

As snow falls and the temperature drops, House Stark's power is rising. Take command of the Starks and lead them to victory with *Wolves of the North*, the first deluxe expansion for *A Game of Thrones: The Card Game*!

...

FAERÛN UNDER SIEGE

DICE MASTERS™

D&D DICE MASTERS: FAERÛN UNDER SIEGE STARTER SET

WZK 72108 \$19.99 | Available February 2016!

D&D DICE MASTERS: FAERÛN UNDER SIEGE COLLECTORS BOX

WZK 72175 \$24.99 | Available February 2016!

Under Siege. In *Faerûn Under Siege*, players will do battle with over 40 brand-new dragons, monsters, adventurers, and magical artifacts to prove their mettle against competitors in the world of *Dungeons & Dragons*.

For the first time, players can enlist the support of unique personalities from *Faerûn*! Counter evil dragons in the form of Bahamut, the King of Good Dragons, unleash the magical black panther, Guenhwyvar, at opponents with the aid of Drizzt, harness the dark powers of Lolth, the Spider Queen, and control hordes of fiends with the assistance of Orcus, Demon Prince of Undeath.

Faerûn Under Siege continues the tradition of *Dungeons & Dragons Dice Masters* by introducing new and innovative abilities, which lead to all-new player strategies. For example, good-aligned dragons, like the Bronze Dragon, will bring their Anti-Breath Weapon to help players defend against the onslaught of attacking dragons. The Anti-Breath Weapon allows players to pay energy equal to the amount of an opposing Breath Weapon to cancel its effect.

On the evil side of things, fiends rarely travel alone, and their Gate ability leverages their strength in numbers. Several fiend characters, such as Balor, bring the Gate ability. When a character with the Gate ability is fielded, you may take another unpurchased die from that character's card and roll it, placing it in your Prep Area if it rolls a character face.

Powerful spellcasters can now protect themselves by crafting golems, such as the Iron Golem, with the Fabricate ability, which permits them to knock out a number of their own characters to purchase a golem die for free. Once in play, golems will protect their creators by allowing damage to be redirected to them. Another new addition, the Multi-Attack ability, allows players to leverage the ferocity of warriors in battle. The Half-Orc Barbarian, for example, through use of Multi-Attack, will do half its attack value in damage to an opposing character when it knocks out a character blocking it.

The introduction of these new abilities does not mean that original abilities have been forgotten. Plenty of dragons will still breathe their trademark fire with Breath Weapon, while three characters will engage the Swarm ability — including the first Shield Energy character to do so.

Players who enjoy arming their characters will discover more options to equip their characters in this set. Two Basic Action Cards found in the Starter Set are usable as gear: Chainmail Armor increases your characters' defense and protects them from opposing abilities, while Flaming Sword increases your characters' attack and defense, allowing you to cut through opposing characters.

For the first time, players can wield powerful magical artifacts in the form of Epic Magical Objects. The Hammer of Thunderbolts allows players to leverage their already aggressive Bolt characters to do direct damage to an opposing player, character, or both, and the Talisman of Ultimate Evil allows players to knock out their own characters to knock out an equal number of opposing characters.

With over 140-cards in *Dungeons & Dragons Dice Masters: Faerûn Under Siege*, players will have many new options for their epic dice battles. Additionally, a themed Team Box, Dice Bag, and Playmat will be available. Players can challenge their friends or head to the WizKids Event System (www.wizkidseventsystem.com) to find local events and tournaments to participate in!



GAMES

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ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #194

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game releases. GTM 194.....\$3.99

ACTION PHASE GAMES



KODAMA TREE SPIRITS

The forest is growing fast! As caretakers for kodama, the tree spirits, you must keep the forest a healthy and lush home for your little friends. Over three growing seasons, you must cultivate trees with the right mix of flowers, insects, and branch arrangements to make your kodama as happy as possible. Whoever cares for their kodama best will be remembered for generations! From the designer of the hit game Kigi, Kodama branches out into a fun, new way to play with beautiful art and innovative mechanics - it's in-tree-guing fun for the whole family! Scheduled to ship in April 2016.

PSI AKG220.....\$19.99

KEY

There are symbols and terms found throughout *Game Trade Magazine*. They mean the following:

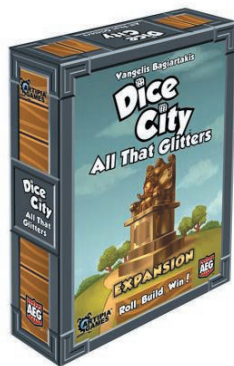
Offered Again (O/A)

These items have been offered before in *Game Trade Magazine* and are available again for you to order. Don't forget to order what you missed the first time.

PI

Your store will set the price for all items labeled "PI". Check with your retailer

ALDERAC ENTERTAINMENT GROUP



DICE CITY: ALL THAT GLITTERS EXPANSION

The nobles of Rolldovia have struck a rich vein of gold, and now it's time to put it to good use! The competition to be the new capital has now taken on a new twist, with not just new architecture, but the power to inspire through great craftsmanship or simply extravagant displays of wealth. But beware...there is a limited supply. Roll, build, and win with *All That Glitters*, the first expansion for *Dice City*! Scheduled to ship in April 2016.

AEG 5848.....\$19.99



LOST LEGACY: FOURTH CHRONICLE (WEREWOLF & UNDYING HEART)

Lost Legacy: Fourth Chronicle contains two sets of game cards: The Werewolf and Undying Heart. Each set can be played independently or mixed together with other sets to create a unique custom set. Combine all *Lost Legacy* sets together for the ultimate adventure! Scheduled to ship in April 2016.

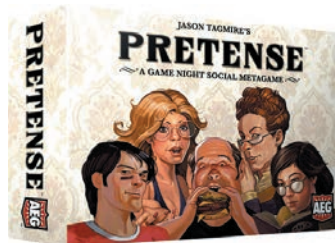
AEG 5849.....\$14.99



DOOMTOWN: RELOADED: EXPANSION PINE BOX 4 - GHOST TOWN

This 158-card expansion for *Doomtown: Reloaded* comes with a Story Sheet about the latest movers and shakers in the town of Gomorra. Scheduled to ship in March 2016.

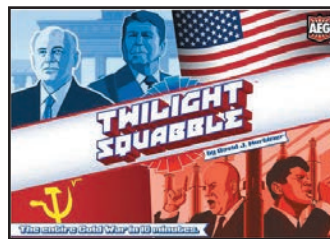
AEG 5914.....\$24.99



PRETENSE: A GAME NIGHT SOCIAL METAGAME

Its board game night! In *Pretense*, players are dealt roles and have the entire evening to complete their secret objectives. If you accomplish it, you gain a point AND you steal someone's role. Other players can call you out, which will eliminate you from the game, so you better be slick about it. It's all about setting up your agenda in an unsuspecting way. There are no rounds, no turns, and no time limit - by the end of the night, the truth will come out in *Pretense*! Scheduled to ship in March 2016.

AEG 5834.....\$9.99



TWILIGHT SQUABBLE

Fight the Entire Cold War - in 10-minutes! In 1947, the superpowers of the United States of America and the Soviet Union began a new sort of conflict, a struggle in the twilight of World War II. With cunning card play and a bit of bluffing can you end the Cold War without triggering Mutually Assured Destruction? Swing the Balance of Power to your favor and win the Space Race in *Twilight Squabble*! Scheduled to ship in April 2016.

AEG 5847.....\$19.99

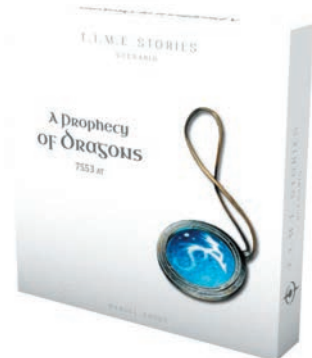
ASMODEE EDITIONS



NATIONS: DYNASTIES EXPANSION

Building a strong nation that will last through the ages can be difficult. You must plan your actions carefully, listen to your advisors, and not shy away from a little war. In *Dynasties*, an expansion to the civilization-building game *Nations*, players control twelve new nations and take advantage of the influential *Dynasties* that existed throughout its history. Two new concepts are also introduced: "Turmoil" and "Natural Wonders". Scheduled to ship in January 2016.

ASM NAT02.....\$29.99



TIME STORIES: A PROPHECY OF DRAGONS EXPANSION

7553 AT: Forget all you know about the Middle Ages. Explore a new reality where magic changes everything in *A Prophecy of Dragons*, the third scenario for *T.I.M.E. Stories*.

ASM TS03US.....\$29.99



ZOMBIES VS. CHEERLEADERS

A science experiment goes wrong and now the entire campus is crawling with zombies! Only six brave members of the school's cheerleading squad have been able to avoid the toxic chemicals that are turning the students and staff into the walking dead. It will take all your brain power - or lack thereof - to win this hilarious, horror-filled, head-to-head battle of wits and the witless! Scheduled to ship in December 2015.

ASM ZOMCH01.....\$19.99

THE ARMY PAINTER

BATTLEFIELDS XP: TUFTS

Each blister pack contains 77 tufts (12 large, 35 medium, and 30 small tufts). Scheduled to ship in April 2016.

JUNGLE TAP BF4208 \$5.99
MEADOW FLOWERS TAP BF4210 \$5.99
MOUNTAIN TAP BF4207 \$5.99
WASTELAND TAP BF4206 \$5.99

ATLAS GAMES

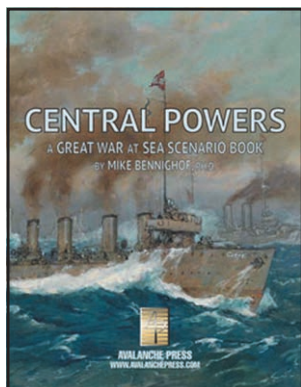


FAST & FHTAGN

Climb aboard your Cycle of Self-Doubt, open a canister of Hypnos Oxide, and plant a lucky kiss on your Perverse Bobblehead of Ulthar. If disaster strikes, there's a Welder Thing up ahead. Winners bask in glory. Losers get fed to the Great Old Ones! A standalone sequel to the Origins Award-winning *Cthulhu 500 Card Game*, *Fast & Fhtagn* features completely new gameplay as racers jockey for position in a grid of lanes and sidewalks that changes unpredictably as the pack screams through the city. Players must balance advancement, aggression, modding, and style in a maddening race to the finish line! Scheduled to ship in March 2016.

ATG 1261 \$29.95

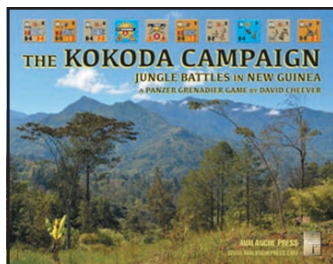
AVALANCHE PRESS



GREAT WAR AT SEA: CENTRAL POWERS

The fighting on the Mediterranean Sea during the First World War is just as bloody and destructive as that on the land fronts. In September 1915, Italy, Austria-Hungary, and Germany were still struggling against Britain and France as new warships joined the fleets on both sides. A supplement for the *Great War at Sea* series, *Central Powers* requires ownership of the *Mediterranean* and *Jutland* boxed games, as well as the *Triple Alliance*, *Dreadnoughts*, and *Zeppelins* supplements to play all of the 42 scenarios. Scheduled to ship in December 2015.

APL 0862 \$29.99



PANZER GRENADIER: THE KOKODA CAMPAIGN

Japanese troops landed in northeastern New Guinea in July 1942, and quickly began a march over the Owen Stanley Mountains toward the vital anchorage and airfield at Port Moresby on the southern coast. They ran into Australian infantrymen of the 39th Militia Battalion, starting a three-month campaign waged in some of the world's most treacherous terrain. *The Kokoda Campaign* is a complete boxed game in the *Panzer Grenadier* series. Scheduled to ship in December 2015.

APL 0331 \$44.99

BANDAI AMERICA



DRAGON BALL SUPER SCULTURE BIG BUDOKAI ANDROID 18 FIGURE

Creators competed in the *Dragon Ball Super Figure* creation tournament, and these are the stunning results! Each figure stands approximately 7" tall. Scheduled to ship in July 2016.

BAI 699915 PI



DRAGON BALL SUPER SCULTURE BIG BUDOKAI SS2 GOKU FIGURE

Creators competed in the *Dragon Ball Super Figure* creation tournament, and these are the stunning results! Each figure stands approximately 7" tall. Scheduled to ship in July 2016.

BAI 699923 PI



DRAGON BALL SUPER WORLD COLLECTIBLE FIGURE V2 FIGURES

Here come the latest characters in the *Dragon Ball Super World Collectible Series Volume 2!* Collect Super Saiyan God Son Goku, Majin Boo, Hercule, King Kai, Korin, and Yajirobe. Each figure stands 2-1/2" on its base. Scheduled to ship in July 2016.

HERCULE
BAI 699959 PI
KING KAI
BAI 699960 PI
KORIN
BAI 699963 PI
MAJIN BOO
BAI 699957 PI
SSGS GOKU
BAI 699953 PI
YAJIROBE
BAI 699964 PI



DRAGON BALL Z DRAMATIC SHOWCASE S1 V2 SUPER SAIYAN GOKU FIGURE

Bandai's *Dramatic Showcase* line highlights several figures that, when placed together, recreate iconic scenes from the manga or TV show. This show-accurate, 5" tall figure comes with a display stand. Scheduled to ship in July 2016.

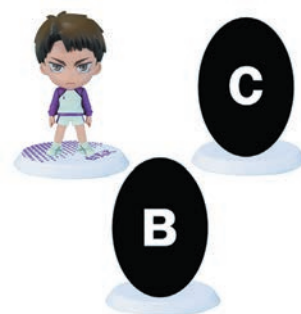
BAI 699870 PI



DRAGON BALL Z MASTER STARS PIECE SUPER SAIYAN TRUNKS FIGURE

This figure of Super Saiyan Trunks stands nearly 9-1/2" tall and exhibits everything the *Master Stars Piece* line stands for: the best quality in size and sculpting. Scheduled to ship in July 2016.

BAI 699881 PI



HAIKYUU CHIBI-KYUN-CHARA FIGURES

Three Chibi-Kyun-Chara styled characters from the hit anime with Passion characteristic - Wakatoshi Ushijima and two to be named later - measure approximately 2-1/2" tall and come with display stands. Scheduled to ship in July 2016.

TBD B
BAI 000164 PI
TBD C
BAI 000165 PI
WAKATOSHI USHIJIMA
BAI 000163 PI



IDOLMASTER CINDERELLA GIRLS CHIBI-KYUN-CHARA FIGURES

Minami Nitta, Anastasia, and Ranko Kanzaki of *New Generations* stand approximately 2-1/2" tall in their debut costumes and come with stage figure stands. Scheduled to ship in July 2016.

ANASTASIA
BAI 000149 PI
MINAMI
BAI 000148 PI
RANKO
BAI 000150 PI



ONE PIECE DRAMATIC SHOWCASE RORONOA ZORO FIGURE

Bandai's *Dramatic Showcase* line highlights several figures that, when placed together, recreate iconic scenes from the manga or TV show. This show-accurate, 6" tall Roronoa Zoro comes with a figure stand. Scheduled to ship in July 2016.

BAI 000117 PI



ONE PIECE MASTER STARS PIECE JEANS NEFELTARI FIGURES

Banpresto continues its series of figures based on the world-renowned anime show, *One Piece*. Jeans Freak features your favorite *One Piece* characters wearing their favorite jeans. Nefeltari Vivi was selected as the ninth character for the series by the votes of *One Piece* fans. Figure A (Black Jeans) and Figure B (Blue Jeans) come with figure stands. Scheduled to ship in July 2016.

A BAI 699996PI
B BAI 699997PI



ONE PIECE MASTER STARS PIECE JEANS REBECCA FIGURES

Banpresto continues its series of figures based on the world-renowned anime show, *One Piece*. Jeans Freak features your favorite *One Piece* characters wearing their favorite jeans. Rebecca was selected as the tenth character for the series by the votes of *One Piece* fans. Figure A (Blue Jeans) and Figure B (Vintage Blue Jeans) come with figure stands. Scheduled to ship in July 2016.

A BAI 000011PI
B BAI 000012PI



ONE PIECE MASTER STARS PIECE JEANS SANJI FIGURES

Banpresto continues its series of figures based on the world-renowned anime show, *One Piece*. Jeans Freak features your favorite *One Piece* characters wearing their favorite jeans. Sanji was selected as the eighth character for the series by the votes of *One Piece* fans. Figure A (Blue Jeans) and Figure B (Black Jeans) come with figure stands. Scheduled to ship in July 2016.

A BAI 699991PI
B BAI 699992PI



POWER RANGERS LEGACY MORPHERS

For the first time ever, collect Kimberly's Pink Morpher, Billy's Blue Morpher, and Jason's Red Morpher from the original *Mighty Morphin Movie*. Each Morpher features premium die cast materials, two die-cast coins, lights, and sounds. Scheduled to ship in May 2016.

BLUE
BAI 698930PI
PINK
BAI 698939PI
RED
BAI 698928PI



PUELLA MAGI MADOKA MAGICA REBELLION DEVIL HOMURA FIGURES

Dressed in a beautiful one-piece black dress, Homura Akemi measures 5-1/2" long and is offered in Awake and Asleep Versions. Scheduled to ship in July 2016.

ASLEEP BAI 000137PI
AWAKE BAI 000135PI



PUELLA MAGI MADOKA MAGICA REBELLION ULT MADOKA FIGURES

Based on *Puella Magi Madoka Magica: Rebellion*, Madoka joins Banpresto's SQ line with this 5-1/2" tall figure in Awake and Asleep versions. Each figure comes with a base. Scheduled to ship in June 2016.

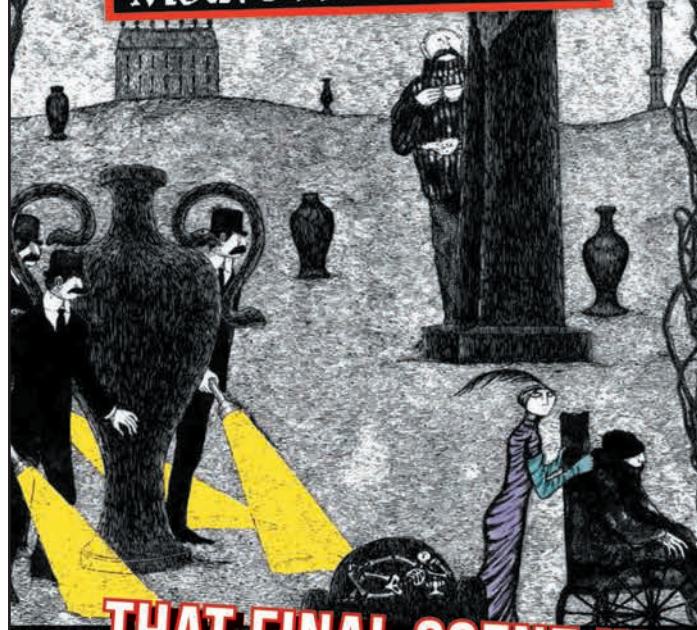
ASLEEP BAI 697972PI
AWAKE BAI 697971PI

WHO DONE IT?

MASTERPIECE

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Motive for Murder!



THAT FINAL SCENE IN
EVERY FILM NOIR.
FEATURING
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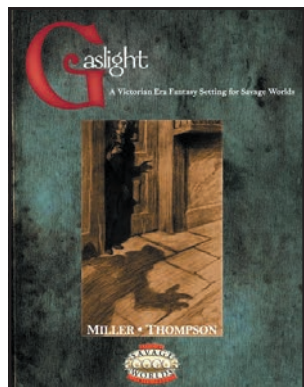


Mayfair Games
www.mayfairgames.com



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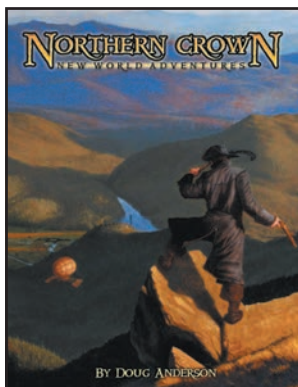
BATTLEFIELD PRESS



GASLIGHT VICTORIAN FANTASY 2ND EDITION (OGL EDITION)

Beast Men, Werewolves, and Wildlings, oh my! Enter a world where technology meets sorcery, Humans co-exist with Vampires, and secret organizations and hidden agendas lurk in the shadows. Welcome to *Gaslight Victorian Fantasy*, a Victorian world of magic and technology powered by the *Savage Worlds* system, where Vampire Detectives, Beast Men Sheriffs, and Wildling Rogues seek to take their rightful place in society. Scheduled to ship in February 2016.

S2P BPI1152.....\$39.99



PATHFINDER RPG: NORTHERN CROWN - NEW WORLD ADVENTURES

Northern Crown is a *Pathfinder*-compatible campaign world set in North America's legendary past - an age of frontier adventure, political intrigue, and supernatural horror. Inspired by history and infused with myth, it is a place where heroes fight for freedom, chart a vast wilderness, and battle unknown evils. Visit *Northern Crown* with the *New World Adventures* campaign book, detailing classes, combat techniques, equipment, spells, psionic knacks, and invention creation rules. Scheduled to ship in March 2016.

S2P BPI1706.....\$49.99

BLACKFALL PRESS



COLD STEEL WARDENS: ROLEPLAYING IN THE IRON AGE OF COMICS

It's Always Dark in Smoke City. A group of muggers thrash an innocent workman in a back alley. Mob drug runners flood the streets with filth, profiting on the backs of the addicted and hopeless. A rogue metahuman uses fantastic pyrokinetic powers to torch an entire neighborhood. The police are overwhelmed. Prisons overflow with the violent and psychotic. The innocent suffer while the guilty profit. Some say that justice is all but gone. You know better. Justice hasn't disappeared. Justice now wears a mask. Your mask! Inspired by the rise of dystopian, darker, contemporary comics from the 1980s onwards, *Cold Steel Wardens: Roleplaying in the Iron Age of Comics* brings the drama and suspense of the world's greatest comics to your game table. Scheduled to ship in March 2016.

S2P BFP1000.....\$39.99

BULLY PULP GAMES



FIASCO RPG: PLAYSET ANTHOLOGY

If the rules of *Fiasco* are the gun, a good playset is the bullet that makes it a stupid and dangerous object. Each *Fiasco Playset Anthology* features a baker's dozen of dumb situations and criminal folly, all tied together with an exclusive playset written by *Fiasco* designer Jason Morningstar. Scheduled to ship in December 2015.

FIASCO 10 VOLUME 1 BPG 020.....\$20.00

FIASCO 11 VOLUME 2 BPG 021.....\$20.00

FIASCO 12 VOLUME 3 BPG 022.....\$20.00

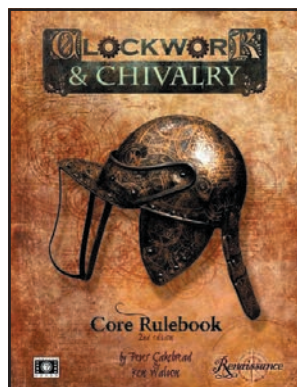


THE WARREN RPG

The Warren is a roleplaying game about intelligent rabbits trying to make the best of a savage world filled with hazards, predators and, worst of all, other rabbits! In this game of survival and community, only through speed, wits, and keeping a cool head can rabbits bypass the dangers of the outside world. Scheduled to ship in February 2016.

BPG 025.....\$25.00

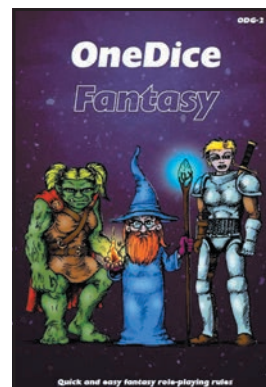
CAKEBREAD & WALTON



CLOCKWORK & CHIVALRY CORE RULEBOOK 2ND EDITION

Swords and flintlocks, alchemy and clockwork, fanatics and freedom-fighters... and the occasional ghoul! 1645: England has descended into civil war. Prince Rupert and his alchemist-cavaliers fight on behalf of their exiled king against the clockwork war machines of Oliver Cromwell and the New Model Army. Between them, a host of political and religious factions struggle for survival. This *2nd Edition* of *Clockwork & Chivalry* features the new Renaissance rules, a fast, grim, heroic D100 system geared up to the world of black-powder weapons, political machinations, and fanatical righteousness. Scheduled to ship in February 2016.

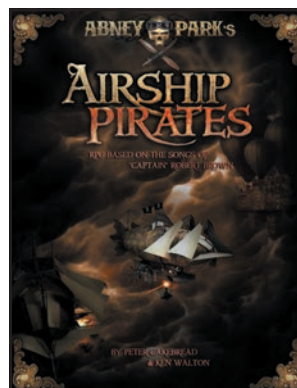
S2P CW001001.....\$49.99



ONEDICE FANTASY

Set in a world of elves and dwarves, sorcerers and dragons, *OneDice Fantasy* features all the rules you need to adventure in one of the three fantasy eras, including races and professions, five magic systems, an extensive bestiary, and a short adventure to get your campaign going. Play as a barbarian hero fighting evil necromancers, a dwarven cleric battling gnomish technology, or a trollish warrior saving the world from an army of invading demons - whatever your fantasy tastes, this is the game for you! Scheduled to ship in February 2016.

S2P CW005006.....\$11.99



ONEDICE: ABNEY PARKS AIRSHIP PIRATES

From the steampunk sky-cities of Isla Aether and High Tortuga come the airship pirates! Below lie beast-haunted wastelands, criss-crossed by the tracks of the freedom-loving Neobedouins. In the walled, fog-shrouded cities, people huddle in forced Victorian squalor, lorded over by the upper classes, while the Emperor's clockwork policemen prowls the streets. *OneDice Abney Park's Airship Pirates* is a pick-up-and-play game of swashbuckling adventure set in 2150, following the Great Apocalypse of 1906. Scheduled to ship in March 2016.

S2P CW005005.....\$21.99



ONEDICE PULP

Grab your fedora and whip, strap on your trusty revolver, and leap into all-out, two-fisted, pick-up-and-play adventure with *OneDice Pulp*! Scheduled to ship in March 2016.

S2P CW005008.....\$11.99



François Gandon

QUADROPOLIS™

After a hard day's work, you take a break to admire your city through the large windows of your office... at this hour, most of your citizens are going back home, heading for the tall buildings that you see in front of you. Some others are still wandering in the parks and gardens with their kids, and others decided to go shopping in the new mall that you opened a few weeks ago. In the distance, near the harbor, you can see smoke rising from factories' chimneys.

Somehow, the city never sleeps...

Quadropolis puts you in the boots of the Mayor of a modern city

You will need to define a global strategy to build your city according to your Inhabitants' needs and outmatch your opponents, sending your Architects to have various buildings erected in your city. Each building allows you to score victory points. There are various types of buildings with different scoring patterns; many of them may be combined for better effect. Will you be able to meet the challenge and become the most prestigious Mayor in history?



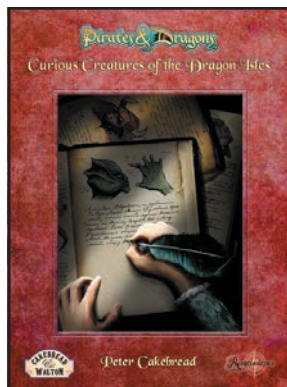
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North America



DAYS OF
WONDER

Release: March 2016
SRP: 50 USD
SKU: DOW8501

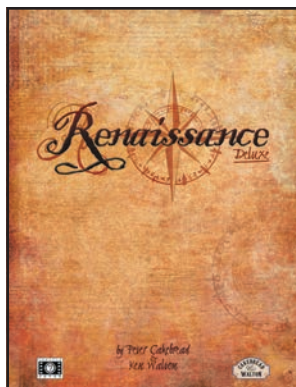




PIRATES & DRAGONS: CURIOUS CREATURES OF THE DRAGON ISLES

From giant scorpions, sage tortoises, and death toucans, to lurking horrors, anthropophagi, and hupias, this bestiary introduces fearsome foes and forthright friends to your *Pirates & Dragons* campaign, complete with full write-ups, with Renaissance D100 and retro-clone stats and encounter tables for the Dragon Isles' varied habitats. Scheduled to ship in February 2016.

S2P CW004002\$39.99



RENAISSANCE DELUXE

Renaissance Deluxe is a set of roleplaying rules for the Age of Sail and Piracy - of black powder weaponry and religious wars, of discovery, colonization, and the rise of merchant capitalism. Using the D100-based system first introduced in *Clockwork & Chivalry 2nd Edition*, it provides all you need for gaming in a world of flintlocks and steel. This Deluxe Edition has been expanded with new weapons and factions, historical notes for the period from the Renaissance to the Napoleonic era, as well as new rules for Sanity and Quick Combat. Scheduled to ship in March 2016.

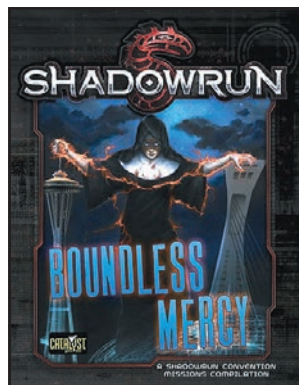
S2P CW003001\$39.99

CATALYST GAME LABS

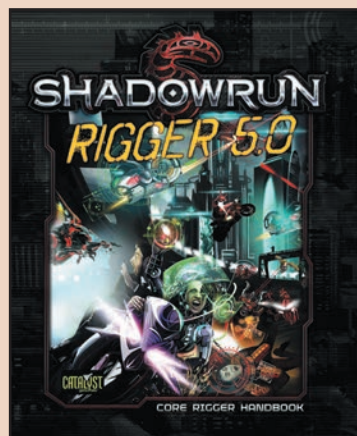
SHADOWRUN RPG: BOUNDLESS MERCY

The Hunt is On! Elizabeth Nunn, a delightful woman who happens to have an odd habit of hanging out in hospitals and abandoned churches, has a grudge. A deep grudge. The kind of grudge that requires professional help to work out - and we're not talking about a psychotherapist. She needs shadowrunners, and if they're willing to take on the job, they'll encounter fierce gangers, wild critters, and members of a secret magical society who fiercely guard their mysteries. *Boundless Mercy* introduces a series of linked *Shadowrun* Missions that were initially run through the convention circuit.

PSI CAT27485\$19.99



SPOTLIGHT ON



SHADOWRUN RPG: RIGGER 5.0

Spin your wheels over slick sprawl streets while drifting away from hot pursuit. Fly through narrow canyons ahead of missiles twisting their way after you. Shrink down to insect size to get an eye on places outsiders aren't supposed to see. These are just some of the ways riggers jack up their seemingly unending adrenaline rush, as they show that the hardest shadowrunners to hit are the ones that stay in motion. The ultimate hot-rod, jet plane, speedboat, and more companion for *Shadowrun, Fifth Edition*, *Rigger 5* features dozens of new vehicles and drones, more detailed rules for vehicle chase and

combat, and all the customization rules to get you ahead of the competition - and stay there! Scheduled to ship in April 2016.

HARDCOVER

PSI CAT27007\$49.99

LIMITED EDITION HARDCOVER

PSI CAT27007LE\$74.99

CEACO



DRAGONWOOD

Dare to enter Dragonwood! Deep in the heart of this mythical forest lurk angry ogres, giggling goblins, and even the famed and fearsome fire-breathers themselves! Collect sets of adventurer cards to earn dice, which you will use to roll against your foes. Stomp on some fire ants, shriek at a grumpy troll, or strike the menacing orange dragon with a magical silver sword. Choose your strategy carefully because the landscape of Dragonwood is ever-changing. Only the bravest will overcome the odds to emerge victorious in *Dragonwood*! Scheduled to ship in January 2016.

GW1 108\$15.00

CHEAPASS GAMES



BRAWL: 2016 EDITION

Cheapass Games is re-launching *BRAWL*, a fast, furious, realtime battle card game for two players. Each Character Deck (Bennett, Chris, Darwin, Hale, Morgan, and Pearl) in this updated edition of *BRAWL* features updated graphic design and packaging, complete with a rulebook packed with extended description of each character's strengths, weaknesses, and strategy hints. Scheduled to ship in April 2016.

BENNET PSI CAG231\$8.50

CHRIS PSI CAG232\$8.50

DARWIN PSI CAG233\$8.50

HALE PSI CAG234\$8.50

MORGAN PSI CAG235\$8.50

PEARL PSI CAG236\$8.50



DEADFALL (STAND ALONE OR PAIRS EXPANSION DECK)

Featuring gorgeous fantasy art by Bill McGuire and part of the *Pairs* family of card games, *Deadfall* is a bluffing game that pits players against each other in a battle of wits and lies! Scheduled to ship in April 2016.

PSI CAG229\$10.00

KILL DOCTOR LUCKY (ANNIVERSARY EDITION)

Welcome to Lucky Mansion, a sprawling country estate full of unusual weapons, good hiding places, and craven killers. Killers like you! The object? Kill Doctor Lucky! Find a weapon, track the old man down, and take him out. Unfortunately, Doctor Lucky is aptly named. He's got more lives than Rasputin and an uncanny knack for dodging your best traps. But, stick to it. Persevere. The Doctor's luck won't last forever. Before the night is over, someone is going to kill Doctor Lucky. Wouldn't you rather it was you? An Origins Award Winner for Best Abstract Board Game of 1997, this 19.5th Anniversary Edition of *Kill Doctor Lucky* features all-new art by Israel Evans (*Get Lucky*) and contains dramatically updated rules, so it's cleaner, faster, and more tactical than ever before! Scheduled to ship in April 2016.

PSI CAG230\$40.00

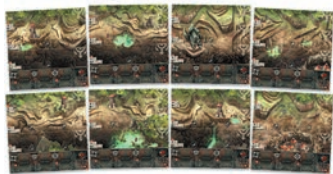




B-SIEGED: DARKNESS AND FURY EXPANSION

The armies of the Abyss have been repelled thanks to the bravery and sacrifice of the intrepid heroes of Modhelm, but an even more dangerous threat marches now towards the Citadel: the mighty legions of the Orc Nation! To defeat the swift Iron Orcs, the crafty Goblins, and the fearsome Trolls, players will need to develop new strategies while preventing the foul, acid-born creatures known as Mulfins from breaching the city walls. And beware the fury of Ikomothe, the Dragon, an Avatar of Destruction capable of incinerating all Quarters of the Citadel! This expansion for *B-Sieged* contains two new heroes, plus new miniatures and Enemy cards, and a customized Event Deck.

COL BSG002.....\$59.99



B-SIEGED: ENCAMPMENT TILE SET

The *Encampment Tile Set* contains four new, double-sided tiles, complete with the new *Encampment Rules* for *B-Sieged*. It also adds a new challenge as Spawning Points may now move and deploy enemies in varying positions on the enemy boards.

COL BSG007.....\$19.99



B-SIEGED: HERO SETS

Three brave new defenders join the defense of the citadel of Modhelm! *Heroes Set 1* brings Seren the Trickster, Axel the Engineer, and Eyra the Thief to the *B-Sieged* battlefield. *Heroes Set 2* brings Rolf the Executioner, Waldo the Monk, and Kaira the Seer to the *B-Sieged* battlefield.

1
COL BSG005.....\$19.99

2
COL BSG006.....\$19.99

B-SIEGED: SCULPTED MULFIN SET

Featuring 36 figures in three different sculpts ready to spew their caustic acid and corrode the Citadel's walls, the *Sculpted Mulfins Set* replaces the Mulfins tokens that come with the *Darkness & Fury* expansion for *B-Sieged*.

COL BSG008.....\$19.99



ZOMBICIDE: WULFSBURG

Who's the apex predator now? An expansion for *Zombicide: Black Plague*, *Wulfsburg* introduces new ways to hunt Zombies with four new Survivors and 18 Equipment cards featuring magic weapons and potent spells! But, beware! The quick and merciless Zombie Wolfz are on your tail along the 10 breathtaking new Missions.

COL GUF002.....\$59.99

CORVUS BELLI

INFINITY



ARIADNA 6TH AIRBORNE RANGER REG. (SUBMACHINE GUN)

CVB 280178-0556.....\$11.58



COMBINED ARMY RODOK, ARMED IMPOSITION DETACHMENT

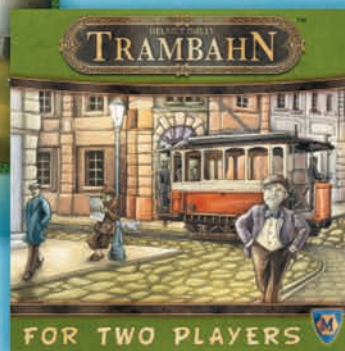
CVB 280673-0558.....\$45.14



HAQQISLAM HASSASSIN RAGIKS (HACKER)

CVB 280478-0557.....\$13.50

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MADE IN GERMANY

Mayfair Games

www.mayfairgames.com



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**MERCENARIES
AVICENNA (DOCTOR)**

CVB 280719-0554\$11.58



**MERCENARIES WARCORS,
WAR CORRESPONDENTS**

CVB 280718-0495\$13.50



YU JING CELESTIAL GUARD

CVB 280379-0555\$40.62

CRAFTY GAMES



MISTBORN: SKAA - TIN & ASH

This canonical guide for the *Mistborn Adventure Game* brings new depth and detail to the oppressed skaa people, fleshing out their history, beliefs, culture, and more. Learn about skaa life on the plantations, in the slums, and on the canals, explore the history and current state of the skaa rebellion, and take a hard look at Scadrial's criminal underworld. Scheduled to ship in February 2016.
S2P CFG07005\$24.95

CRYPTOZOIC ENTERTAINMENT

**CARTOON NETWORK
CROSSOVER CRISIS DBG**

What kind of craziness ensues when cartoon worlds collide? Cartoon Network's baddest adversaries are loose and it's up to you to stop them! Play as your favorite heroes from Cartoon Network's past and present hit shows, including *Adventure Time*, *The Amazing World of Gumball*, *Clarence*, *Courage the Cowardly Dog*, *Dexter's Laboratory*, *Johnny Bravo*, *Regular Show*, *Samurai Jack*, and *Steven Universe*, to take them down! Scheduled to ship in April 2016.
CZE 02141\$40.00



**DC COMICS DBG:
CROSSOVER PACK 4 - WATCHMEN**

Who Watches the Watchmen? 1986's *Watchmen* is one of the most celebrated stories in the history of comics. And now that world is coming to you in a new Crossover Pack for the *DC Comics Deck-building Game*. This expanded Crossover Pack includes "Hidden Roles", "Villainous Machinations", "Challenge Cards", and "Mastermind Plots", plus new main deck cards and new oversized Super Hero cards. Scheduled to ship in December 2015.
CZE 01970\$13.00

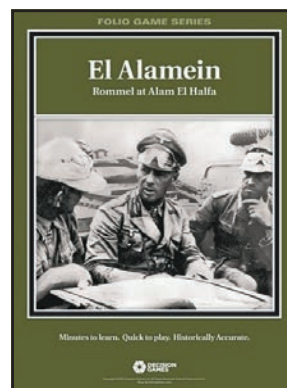
DAILY MAGIC GAMES



**SWINGING JIVECAT
VOODOO LOUNGE**

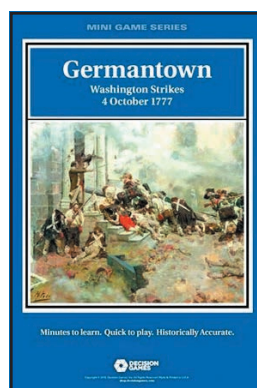
You and your fellow voodoo spirits have traveled back in time to poke a little fun at the hepcats of the 1950's cocktail culture. Your mystical influences will link these lounge lizards to social cliques that give you access to the coolest party-people that all the hipsters want to be near. Mix a few drinks, rack up the magical monkey points, and rule the *Swinging Jivecat Voodoo Lounge*! Scheduled to ship in January 2016.
DMG SJVL001\$60.00

DECISION GAMES



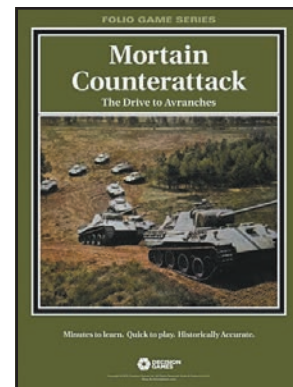
FOLIO SERIES: EL ALAMEIN

In August 1942, Erwin Rommel, the "Desert Fox", had just completed his masterpiece of the desert war, breaking the British Eighth Army at Gazala, capturing Tobruk, and driving deep into Egypt. The British reformed near El Alamein, just 90-miles from Alexandria. After the repulse of a hasty attack in mid-July, Rommel orchestrated a more careful assault. A German victory might complete the clearance of North Africa; a British victory could spell the end of Afrika Korps! *El Alamein* uses the *Fire & Movement* system. Scheduled to ship in January 2016.
DCG 1636\$19.95



MINI FOLIO SERIES: GERMANTOWN

A British campaign in the late summer of 1777 had defeated George Washington's American army to capture Philadelphia. The British dispersed their strength to hold the city, reduced Colonial forts along the Delaware River, and watched the Americans, who hovered nearby. Washington saw an opportunity to attack the weakened British at Germantown. *Germantown* uses the simplified QuickPlay version of the *Musket & Saber* system of warfare during the muzzle-loading era. Scheduled to ship in January 2016.
DCG 1724\$9.95



**FOLIO SERIES: MORTAIN
COUNTERATTACK**

The Normandy beachhead was broken wide open by the US drive south through Avranches, followed by rapid advances into Brittany and central France. The operation, however, hung on a slender thread: the lone supply line for the breakout ran through Avranches. Four panzer divisions were gathered near the ancient village of Mortain, intending to take the town and the nearby Hill 317 before driving west. In their way stood the US 30th Infantry Division! *Mortain Counterattack* uses the *Fire & Movement* system. Scheduled to ship in March 2016.
DCG 1637\$19.95



**MINI FOLIO SERIES:
FIRST SARATOGA**

In the late summer of 1777, the British master plan to sever New England from the rest of the rebellious American colonies had come unhinged, leaving John Burgoyne's Northern Army dangerously isolated. In an attempt to break through American defenses to reach Albany, New York, Burgoyne launched his army at the American defenses on Bemis Heights. An American screen dispatched by Benedict Arnold clashed with the British advance in deep woods, triggering an afternoon-long fight fed by reinforcements for both sides. *Saratoga* uses the simplified QuickPlay version of the *Musket & Saber* system of warfare during the muzzle-loading era. Scheduled to ship in March 2016.
DCG 1723\$9.95

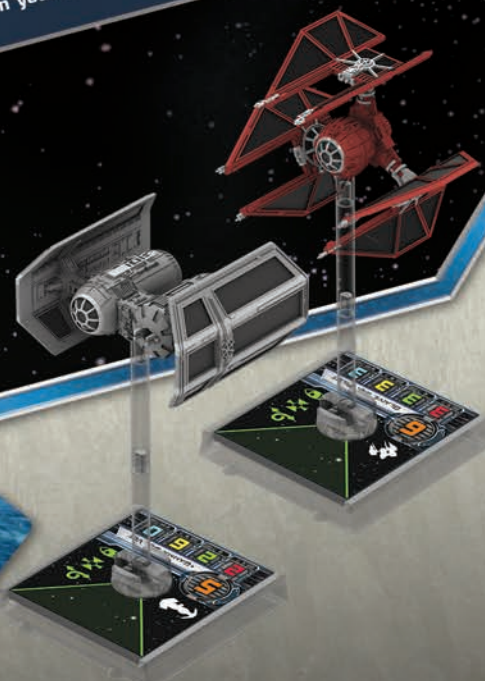
STAR WARS **X-WING** MINIATURES GAME

IMPERIAL VETERANS EXPANSION PACK



Rule the Skies!

Maximize the impact of your TIE bombers and TIE defenders with the Imperial Veterans Expansion Pack for X-Wing™. Imperial Veterans introduces two miniature starships – one TIE bomber and one TIE defender – that boast bold new paint schemes. You'll also find two maneuver dials, eight ship cards, and thirteen upgrade cards that allow these ships to play entirely new roles within your Imperial squadrons.



Imperial Veterans | SWX52 | \$29.95

starwars.com

www.FantasyFlightGames.com

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MODERN WAR #23

Scheduled to ship in March 2016.

DCG MW23.....\$34.99

STRATEGY AND TACTICS #298

Scheduled to ship in February 2016.

DCG ST-298.....\$34.99

WORLD AT WAR #47

Scheduled to ship in February 2016.

DCG WAW-47.....\$34.99

END TRANSMISSION GAMES**SPLINTER: UGLY THINGS**

Ugly Things serves as a bestiary of all the fascinating and terrifying creatures that dwell within the *Splinter*. Scheduled to ship in March 2016.

S2P ETG10200.....\$20.00

SPLINTER: SOMETIMES LITTLE WONDROUS THINGS

In *Splinter*, you are a shape-shifting Avatar of an immortal Bloodline with the power to Tune, using your Harmonic Disciplines to alter the fabric of reality through will alone. Now, delve even deeper into the *Splinter* universe and find even more amazing artifacts with *Sometimes Little Wondrous Things*. You hold in your hands a treasure trove of weapons, equipment, gear, magic items, and technology, plus a grimoire of new magic spells and more new surprises. Scheduled to ship in March 2016.

S2P ETG10100.....\$20.00

**FANTASY FLIGHT GAMES****ANDROID: MONITOR NOVELLA HARDCOVER**

When three aspiring activists stumble into NBN's all-seeing eye, they find themselves in the limelight - and not in the way they hoped! Camdrones monitor and broadcast their every move... A hardbound novella set in the *Android* universe, *Monitor* traces the sacrifices of three friends trying to make a difference. But is it worth their privacy, their lifestyles, or even their lives? In addition to its classic sci-fi tale, *Monitor* also contains a full-color, 16-page insert with setting information on New Angeles anarchy, Global Adaptive Entertainment, MegaBuy, and the future of marketing. Scheduled to ship in March 2016.

FFG NAD08.....\$14.95

**ANDROID: MONSTER SLAYER NOVELLA HARDCOVER**

A veteran of the War, Reina Roja can't stop fighting! Only now, she's no longer on Mars, and she's no longer a soldier. A hardbound novella set in the futuristic *Android* universe, *Monster Slayer* combines an old-school dedication to the quality of the physical book with a riveting exploration of one of the most popular Runners from the *Android: Netrunner* Living Card Game. Additionally, a 16-page, full-color insert features setting details and backstory on GRNDL, the First Mars Brigade, and the New Angeles underground. Scheduled to ship in March 2016.

FFG NAD07.....\$14.95

**ANDROID NETRUNNER LCG: FEAR THE MASSES DATA PACK**

Election Day is here in *Fear the Masses*, the sixth and final Data Pack in the *Mumbad Cycle* for *Android: Netrunner*! Featuring some of the cycle's most potent and deck-defining cards, *Fear the Masses* carries the Indian Union's heated elections to their climax, but leaves it to you to deal with the fall-out. Sixty new cards (including a complete playset of nineteen different cards) feature plenty to excite fans of all factions, but especially NBN and those Runners who identify themselves as Anarchs - they gain a new identity, region upgrade, and high-pressure discard strategies. Scheduled to ship in March 2016.

FFG ADN35.....\$14.95

**ELDER SIGN: OMENS OF ICE EXPANSION**

Venture into the far north and combat ancient horrors in *Omens of Ice*, an expansion for *Elder Sign*. Investigators must brave the Alaskan Tundra and make the treacherous ascent up icy mountains in order to save humanity from the Ancient Ones awakening deep in the frozen wilderness. *Omens of Ice* features a stand-alone deck of sixty Alaskan Adventure cards set in locations across that desolate land, where three chilling Ancient Ones are stirring and a new deck of Mythos cards make midnight more terrifying than ever before. Scheduled to ship in March 2016.

FFG SL17.....\$24.95



new allies for each of the four spheres. Scheduled to ship in March 2016.
FFG MEC49.....\$14.95

**A GAME OF THRONES LCG: 2ND EDITION - WOLVES OF THE NORTH EXPANSION**

Those who dwell in the North can be as harsh as winter itself, but words like honor still have meaning there. Journey northwards and take your place among the Starks with *Wolves of the North*, the first deluxe expansion for *A Game of Thrones: The Card Game*. In this expansion, House Stark takes the spotlight by rushing to victory with House Tully or drawing strength from Winter itself. You'll find iconic Stark characters like Eddard Stark, Catelyn Stark, The Blackfish, and Sansa Stark, while every other faction receives two non-loyal cards alongside an assortment of neutral cards. Scheduled to ship in March 2016.

FFG GT08.....\$29.95

**HBO GAME OF THRONES: THE TRIVIA GAME**

Use your knowledge to conquer your foes and claim the Iron Throne! In *Game of Thrones: The Trivia Game*, two to four players or teams compete for control of key locations throughout Westeros by answering questions about the first four seasons of the hit HBO series. Choose more difficult questions to gain more control, accumulate resources to earn the favors of iconic characters, and strategically make (or break) alliances with other players. Featuring more than 1,200 questions, *Game of Thrones: The Trivia Game* offers fresh challenges and new details about Westeros. Scheduled to ship in March 2016.

FFG HBO10.....\$39.95

THE LORD OF THE RINGS LCG: THE THING IN THE DEPTHS ADVENTURE PACK

Amid turbulent seas, several of Middle-earth's greatest heroes must battle Corsairs and worse in *The Thing in the Depths*, the second Adventure Pack in the *Dream-chaser Cycle* for *The Lord of the Rings: The Card Game*! Its sixty new cards introduce a new scenario in which you must save your ship from a nightmarish, tentacled beast. Meanwhile, a new Spirit hero accompanies three copies each of eight different player cards, including innovative

STAR WARS EDGE OF THE EMPIRE™

ROLEPLAYING GAME

SPECIAL MODIFICATIONS

A Sourcebook for Technicians



UPGRADE YOUR GAME

Special Modifications: A Sourcebook for Technicians | SWE14 | \$29.95

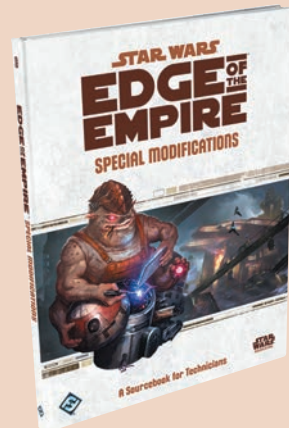
www.FANTASYFLIGHTGAMES.COM

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SPOTLIGHT ON

**STAR WARS RPG: EDGE OF THE EMPIRE SPECIAL MODIFICATIONS HARDCOVER**

The Technicians of the *Star Wars* galaxy create artificial sentience, invent astonishing devices, and define the ways that wars are fought. In the Outer Rim they must be as resourceful as they are intelligent in order to invent solutions for the troubles they face daily. *Special Modifications*, a sourcebook for the *Star Wars: Edge of the Empire* roleplaying game, brings new talents, gear, vehicles, and species to the Technician career. Scheduled to ship in March 2016.

FFG SWE14\$29.95

**STAR WARS RPG: FORCE AND DESTINY SPECIALIZATION DECKS**

Delve into the mysteries of the Force with six new Specialization Decks for the *Star Wars: Force and Destiny* Roleplaying Game. Scheduled to ship in December 2015.

ADVISOR FFG USWF22PI
HEALER FFG USWF19PI
MAKASHI DUELIST FFG USWF20PI
NIMAN DISCIPLE FFG USWF17PI
SAGE FFG USWF18PI
SEER FFG USWF21PI

STAR WARS X-WING MINIATURES GAME: IMPERIAL VETERANS EXPANSION PACK

Maximize the impact of your TIE bombers and TIE defenders with the *Imperial Veterans Expansion Pack* for *X-Wing*! Two new TIE miniatures come with alternate paint schemes – one gray TIE bomber with the Gamma Squadron's signature white stripe and one TIE defender with the bold red paint scheme shared by Countess Ryad and the Glaive Squadron. Additionally, eight veteran pilots and thirteen upgrades dramatically expand your ships' capabilities and versatility, while a new mission ("Disable the Relays") highlights many of their new tricks and tactics. Scheduled to ship in March 2016.

FFG SWX52\$29.95

**WARHAMMER 40K CONQUEST LCG: LEGIONS OF DEATH DELUXE EXPANSION**

From the ancient depths of time, a new threat emerges: the Necrons! Two new warlords lead the Necron forces in the Traxis sector in *Legions of Death*, while new mechanics evoke the theme of a Necron invasion whenever you lead them into battle. Enslave the peoples of the galaxy and fill your deck with units from other factions in this deluxe expansion for *Warhammer 40,000: Conquest*. Scheduled to ship in March 2016.

FFG WHK15\$29.95

WARHAMMER 40K CONQUEST LCG: THE FINAL GAMBIT WAR PACK

The battle for Sacaellum reaches its climax with *The Final Gambit*, the final War Pack in the *Planetfall Cycle* for *Warhammer 40,000: Conquest*. *The Final Gambit* adds new significance to planet-type symbols beyond merely achieving victory. Here, you'll also find a new Eldar warlord with a unique signature squad, as well as fifty-one other cards to enhance the armies of other factions. Walk the secret Paths of the Eldar and make your gambit for victory! Scheduled to ship in March 2016.

FFG WHK14\$14.95



FEATURED ITEM

**TALISMAN: THE CATAclysm EXPANSION**

Decades ago an apocalypse devastated the realm. Now, at last, new life is evolving amid the chaos and wreckage. This is a time of possibility and heroism. A new age dawns in the wake of *The Cataclysm*! The post-apocalyptic realm of *Talisman* is brought to life on a new center board, while a Denizens

deck re-populates the land and a Remnants deck scatters traces of former civilization everywhere. Plus, five more characters now seek the Crown of Command and four alternative endings shape your quests in this ever-changing world. Scheduled to ship in March 2016.

FFG TM16\$49.95

FASA GAMES

**DEMONWORLD: DWARF ARMY BOOK**

Dwarven legends speak of mighty mountain ranges in the iron grip of the Dwarves, honeycombed with the mining shafts and living quarters of the clans. They tell of the wonders of Dwarven architecture, such as Thordrill's Hall in lost Temuria, and the mighty weapons and machines of the Smiths' and Thunders' Guilds. This *Army Book* for *Demonworld* describes the Dwarven realms of Gaeta and Z'ahra, their armies, and their allies, the Hill and Rock Giants. Scheduled to ship in March 2016.

S2P FAS41002\$19.95

DEMONWORLD MINIATURES CORE RULEBOOK

For centuries, the Humans and Orcs waged bloody war - with no true victor! While they fought, the Dwarves built their armies, crafting war machines and golems, anxious to march to the surface and strike at their weakened foes! As the Dwarves calculated in their caverns, the Warlords of Thain sat high on their island hills. Their shamans communed with the spirits of the eagle and wolf, their warriors practiced for the coming battles, and their leaders waited for the final word to attack. But now, the demons have returned from their exile! Enemies are repelled from all sides, the races are as divided as they have ever been, and the preservation - or end - of life in the world is the final prize! In *Demonworld*, a fantasy miniatures wargame, players control units of soldiers, commanders, vehicles, artillery, spirits, giants, and flying creatures. Use powerful magic to defeat your enemy, locate artifacts lost to time, and defend the honor of your race! Scheduled to ship in February 2016.

S2P FAS41001\$29.95



DEMONWORLD: THAIN ARMY BOOK

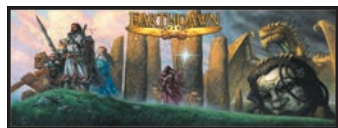
Scheduled to ship in March 2016.
S2P FAS41003\$19.95



EARTHDOWN GAMEMASTER'S GUIDE

Earthdawn is a fantasy roleplaying game set in a world of high adventure, high magic, and terrible danger. The *Gamemaster's Guide* provides revised game mechanics, extensive setting material, guidelines for creating campaigns in Barsaive, information on creatures, dragons, horrors, spirits, magical treasures, and much more! Scheduled to ship in February 2016.

S2P FAS14102\$44.95



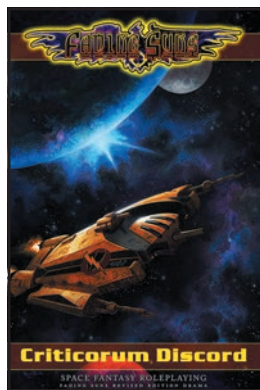
EARTHDOWN GAMEMASTER'S SCREEN

The *Gamemaster's Screen* features the most important rules and tables for running an *Earthdawn* campaign, complete with a 32-page booklet which contains the upper level stats and skills for the pregenerated characters found in the *Player's Guide*. Scheduled to ship in February 2016.

S2P FAS14104\$29.95

EARTHDOWN: TRAVAR - THE MERCHANT CITY

Scheduled to ship in March 2016.
S2P FAS14201\$34.95

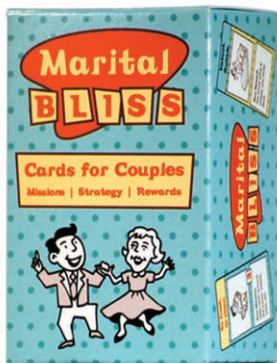


FADING SUNS - CRITICORUM DISCORD

Hints of Rebellion! Three dramas for *Fading Suns* provide the backdrop to the beginnings of an uprising in the Known Worlds. The al-Malik world of Criticorum is highlighted, with each drama taking place on the planet itself, or within the star system. Will the cadre support the position of the Phoenix Empire, sympathize with a fledgling rebellion, or find a new path to resolve the conflicts? Scheduled to ship in March 2016.

S2P FAS21201\$34.95

FINK AND FINK



MARITAL BLISS

Competition has never been this romantic! Challenge your spouse to be the best you both can be with this charming card game that rewards sweet behavior. While most games begin and end within a span of a few hours, this one lasts for a full week, sending you both on secret missions to carry groceries, cook dinner, and more to earn points. The winner can select a reward from a plethora of pampering pluses, including breakfast in bed and a shopping spree! Scheduled to ship in February 2016.

FNK 010\$20.00

FLOODGATE GAMES



VAULT WARS

When heroes are slain, their treasure-laden storage vaults are abandoned and offered up for auction. Will you acquire the gear you need and triumph by collecting a chest of gems and artifacts, or go home with a trunk full of junk? Outbid, out-bluff, and out-master your opponents to be victorious in *Vault Wars*, a bidding and bluffing game for aspiring (cutthroats) heroes. Scheduled to ship in January 2016.

PSI FGGVW01\$24.95

GALE FORCE NINE

TANKS

Scheduled to ship in April 2016.

KURSK GAME MAT 36" X 36"\$39.99

GF9 TANKS21\$12.99

SOVIET DICE SET\$9.99

GF9 TANKS18\$9.99

SOVIET IS2\$9.99

GF9 TANKS12\$9.99

SOVIET ISU-122 AND ISU-152\$9.99

GF9 TANKS13\$9.99

SOVIET SU-85 AND SU-100\$9.99

GF9 TANKS11\$9.99

SOVIET T-34 AND T-34 85\$9.99

GF9 TANKS10\$9.99

GAMES WORKSHOP

WARHAMMER 40K



IMPERIAL GUARD ADEPTUS MECHANICUS BATTLE MANIPULE

GAW 59-98\$215.00

IMPERIAL GUARD ADEPTUS MECHANICUS ELIMINATION MANIPULE

GAW 59-99\$150.00



IMPERIAL GUARD ASTRA MILITARUM LEMAN RUSS TECH-COMMAND

GAW 47-22\$75.00



IMPERIAL GUARD DATACARDS: CADIAN

Datacards contain six Warlord Traits and 36 Tactical objectives.

GAW 47-02-60\$13.50



OFFICIO ASSASSINORUM CALLIDUS ASSASSIN

GAW 52-12\$32.00



OFFICIO ASSASSINORUM CULEXUS ASSASSIN

GAW 52-11\$32.00



OFFICIO ASSASSINORUM EVERSOR ASSASSIN

GAW 52-13\$32.00



OFFICIO ASSASSINORUM VINDICARE ASSASSIN

GAW 52-10\$32.00



RELICOS MILITARUM

GAW 64-62\$250.00



SPACE MARINE BATTLE DEMI-COMPANY

GAW 48-99\$220.00



**SPACE MARINE BLOOD ANGELS
CAPTAIN: TERMINATOR ARMOUR**
GAW 41-16\$33.00



**SPACE MARINE BLOOD ANGELS
CHAPLAIN WITH JUMP PACK**
GAW 41-17\$33.00



**TAU EMPIRE DATACARDS:
FARSIGHT ENCLAVES**
Datacards contain six Warlord Traits and 36 Tactical objectives.
GAW 56-03-60\$13.50



TAU EMPIRE RETALIATION CADRE
GAW 56-99\$215.00



WAR ZONE DAMOCLES: MONT'KA
The full might of the Imperium (Cadians, White Scars, Raven Guard, and Cult Mechanicus) face-off against the Tau, Commander Farsight, and Shadowsun in this thrilling conclusion to an incredible campaign!
GAW 40-05-60-NEW\$74.00

WARHAMMER FANTASY BATTLE



**AGE OF SIGMAR AOS STORMCAST
ETERNALS EXPANSION SET**
GAW 96-99\$205.00



**AGE OF SIGMAR CHAOS
DREADHOLD HELFORT**
GAW 64-18-NEW\$290.00



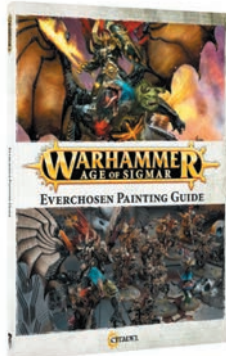
**WARRIORS OF CHAOS AGE OF
SIGMAR KHORNE BLOODBOUND
EXPANSION SET**
GAW 83-97\$205.00



**WARRIORS OF CHAOS ARCHAON
EVERCHOSEN**
GAW 83-50\$165.00



**WARRIORS OF CHAOS
BATTLETOME: EVERCHOSEN**
This full-color battle tome contains everything you need to know about Archaon and his mortal Chaos forces, including the full story of Archaon the Everchosen during the Age of Sigmar. Also featured are three battleplans based on Archaon's greatest wars and six warscroll battalions. Scheduled to ship in December 2015.
GAW 83-07-60\$58.00



**WARRIORS OF CHAOS
EVERCHOSEN PAINTING GUIDE**
Scheduled to ship in December 2015.
GAW 83-03-60-NEW\$20.00



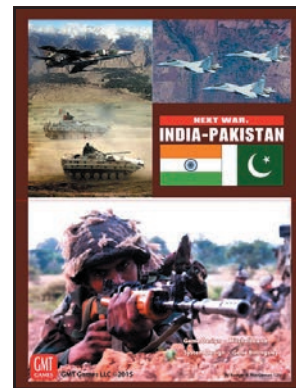
**WARRIORS OF CHAOS
EVERCHOSEN VARANGUARD
KNIGHTS OF RUIN**
Scheduled to ship in December 2015.
GAW 83-51\$100.00

**WARRIORS OF CHAOS GAUNT
SUMMONER OF TZEENTCH**
GAW 83-52\$40.00

WARHAMMER: VISIONS
ISSUE 23 DECEMBER 2015
GAW WV23-60\$12.00
ISSUE 24 JANUARY 2016
GAW WV24-60\$12.00

WHITE DWARF WEEKLY ISSUES
Scheduled to ship in February 2016.
106 GAW WDW106-60\$4.00
107 GAW WDW107-60\$4.00

GMT GAMES



NEXT WAR: INDIA-PAKISTAN
The ink was hardly dry on the documents following the partition of British India in 1947 before war broke out between India and Pakistan. Since the partition, four major wars and numerous smaller conflicts have been waged over much of the same ground. Today, both sides are armed with thousands of armored vehicles, hundreds of advanced aircraft, and dozens of nuclear weapons. With tensions high and both sides heavily armed, another conflict may be just a matter of time. *Next War: India-Pakistan* allows players to fight a near future war between India and Pakistan. Scheduled to ship in December 2015.
GMT 1522\$85.00

GORILLA GAMES



DESERT ISLAND
Shipwrecked with your Secret Admirer, Arch-Enemy, and Pirate Plunder, will your rescue be at the Mercy of Fate or the Mastery of Fortune? In 1913, when the *HMS Arden* unexpectedly struck three icebergs crossing the Atlantic, you were lucky enough to find refuge in a Lifeboat. After surviving a peril-filled voyage, land was finally sighted...in the South Pacific! Fortunately, among the flotsam and jetsam of the shipwreck are items that may help you survive. There also appears to be evidence that pirates inhabited the island many years ago. What could they have left behind? Amidst all the natural perils of the island, perhaps your fellow castaways may prove to be the most deadly adversaries of all on *Desert Island*. Scheduled to ship in December 2015.
OOC 1401\$29.95

THE GAME WHERE YOU FILL IN THE FUNNY

MAD LIBS[®]

THE GAME



UGLYDOLL[®]

LOONACY[™]
the maniacal matching card game



GOODMAN GAMES

DUNGEON CRAWL CLASSICS RPG REAL LEATHER EDITION

The most coveted - and rarest - edition of the *Dungeon Crawl Classics RPG*, this "real" leather-bound edition of the 4th Edition Core Rulebook features a foil-printed rendition of the Seven Pointed Star of Szekran by lead DCC RPG artist Doug Kovacs, as well as a signature plate with the signatures of the primary authors and artists who contributed to the DCC RPG. IMP GMG5070L \$150.00

HACK AND SLASH GAMES

OPHIDIAN 2350

Get With The Flow! Do you dream of conquest and combat? Do you hear thousands of voices chanting your name - when no one is around? Does the sound of crunching skulls calm your nerves? If so, prepare to enter the world of *Ophidian 2350*! In the Ophidian Arenas, anything goes! Gladiators will assault you with fierce allies, giant worms, heartless robots, and armies of the Nth dimension - creatures that exist only in your mind! They will scorch the sky just to blind you, turn your own friends against you, and cheat and bend the rules in their favor! Do you have what it takes to survive? Scheduled to ship in December 2015. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (30) HSG 201502-D \$75.00
STARTER DISPLAY (9) HSG 201501-D \$160.00



HAMMERDOG GAMES

THE WORLDS GREATEST SCREEN HORIZONTAL AND LANDSCAPE

Scheduled to ship in December 2015.

BLUE HDG 2107 \$31.95
GOLD HDG 2101 \$31.95
GREEN HDG 2106 \$31.95
ORANGE HDG 2108 \$31.95
PINK HDG 2104 \$31.95
PURPLE HDG 2105 \$31.95
RED HDG 2103 \$31.95

KRAKEN GAMES



EVIL INTENT BOARDGAME

You're an Evil Genius... and the world should be yours! You need it - crave it! So, you gather your resources and begin your evil scheme. But, who are these other people? They dare call themselves Evil Geniuses? Oh, well. You have plenty of ways to thwart them. Cue the dramatic lighting, hit random buttons, and practice your best maniacal laugh - the world **MUST** be yours with *Evil Intent*! Scheduled to ship in March 2016.

S2P KRG1000 \$55.00

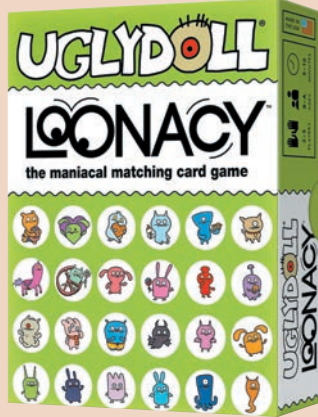
LOONEY LABS

SPOTLIGHT ON

UGLYDOLL LOONACY DECK

Uglydoll Loonacy is a rapid-fire game where players race to be the first to empty their hand of seven cards by matching one of two images with the images on the open piles in front of them. Speed of hand and luck of the draw determine the winner in this frenzied free-for-all! Remember: always be ugly!

LOO 073 \$15.00



MAD LIBS: THE GAME DECK

Mad Libs: The Game features all the wordplay you love about *Mad Libs*, but with a whole new dynamic. Play Word Cards from your hand to complete the Sentence Card in the most appropriately inappropriate way possible. Funniest sentence wins the round and the first player to win three rounds wins the game! LOO 072 \$20.00

MAX PROTECTION



PERFECT FIT SLEEVES

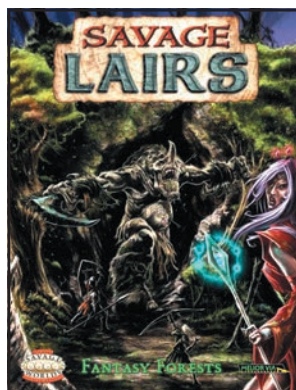
SMALL

MAX Z3020J PI

LARGE

MAX Z3020M PI

MELIOR VIA

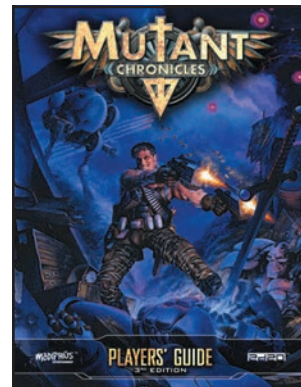


SAVAGE WORLDS RPG: SAVAGE LAIRS FANTASY FORESTS

This *Savage Worlds* sourcebook presents a range of encounters all tailored to fit within a typical fantasy forest. Scheduled to ship in February 2016.

S2P MLV22501 \$20.00

MODIPHIUS



MUTANT CHRONICLES RPG: PLAYER'S GUIDE

With technology failing due to the insidious effects of the Dark Symmetry, mankind must fight back against the Dark Legion hordes whilst dealing with in-fighting and conspiracy. Providing content drawn from the 3rd Edition Core Rulebook, the *Player's Guide* contains everything you need to create characters in the *Mutant Chronicles* universe, as well as an introduction to the 2d20 game system. Play during the early days of the Dark Symmetry through to the brutal Corporate Wars, investigate foul cults as technology turns against mankind, or fight the armies of the Dark Legion as they pour forth from citadels across the colonies in the battle for humanity's future. Scheduled to ship in December 2015.

IMP MUH050003 \$19.99



SPACE 1889 RPG

Under the burning sun of the Martian steppes, the steamy mists of the Venusian jungle, the deadly cold of the Dry Ice Zone on Mercury, or at the banks of the Amazon River on good old Earth - the world of *Space: 1889* is full of adventures! Bringing to life the literary fantasies created by Jules Verne, H. G. Wells, Arthur Conan Doyle, H. R. Haggard, and many others, *Space: 1889* is a science-fiction roleplaying game in a more civilized time. A time when gentlemen and ladies of good character discover that there are adventures to be found in London's fogbound alleys, as much as on the dusty streets of Syrtis Major on Mars. A time when soldiers might be posted to East Africa or Mars by order of their country, when inventors rush to test their latest designs and their latest theories, when historians search for the secrets of the ancient Martians, and when wild Venusian Lizard-men and proud Martian steppe warriors must serve their tribes and seek fame and fortune in a time when aliens from Earth have come to their planets. Scheduled to ship in November 2015.

IMP MUH18890 \$49.99

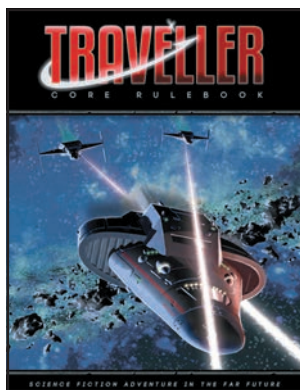


SPACE 1889: GM SCREEN

Crafted from sturdy cardboard, this four-panel Gamemaster's Screen provides an overview of all the important rules and tables for your *Space: 1889* campaigns, and includes a 32-page NPC booklet featuring descriptions and stats for more than 60 unique characters. Scheduled to ship in November 2015.

IMP MUH18892\$24.99

MONGOOSE PUBLISHING



TRAVELLER RPG: CORE RULEBOOK

Traveller is a science fiction roleplaying game of bold explorers and brave adventurers. Based on the *Classic Traveller* rules set and streamlined for modern roleplaying, the *Traveller Core Rulebook* contains everything you need to begin exploring the galaxy of the Third Imperium, including information on spaceports, ancient civilizations, air/rafts, cold steel blades, laser carbines, far distant worlds, and exotic alien beasts - it is your gateway into new universes! Scheduled to ship in March 2016.

S2P MGP40000\$49.99

TRAVELLER RPG: REFEREE'S SCREEN

Packed with vital data, tables, and charts, the *Referee's Screen* is the perfect companion to a *Traveller* campaign. Scheduled to ship in March 2016.

S2P MGP40005\$19.99

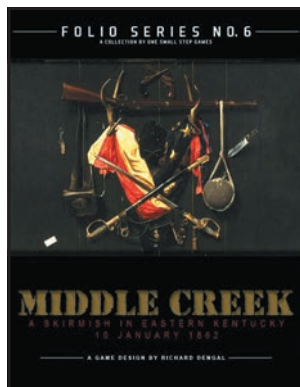
MUTHA OITH CREATIONS

GZOINK: EXPANSION 2 - THE POX AROMA

The second amazingly awesome expansion for the ridiculously fun *G'ZoinK*, *The Pox Aroma* introduces a new Locale and 10 new Lowdowns, including brand-new "The Hookup" cards. Scheduled to ship in December 2015.

S2P MOC30007\$8.95

ONE SMALL STEP



FOLIO SERIES NO. 6: MIDDLE CREEK

In a fight that largely determined the fate of eastern Kentucky, two small armies clashed along the swollen tributary of Middle Creek. An officer of some promise, Humphrey Marshall, general of the CSA, while a relative unknown, James A. Garfield, commanded the USA. At the end of the day, his supplies thin and and fearful of his army deserting, Marshall had no choice but to withdrawal. The battle unmade his reputation and he was barely heard from again. The Federals, conversely, celebrated a victory. Colonel Garfield earned a brigadiers star, and took the first step along the road that eventually led to the White House. Scheduled to ship in December 2015.

S2P OSS1506\$28.95

OFFWORLD DESIGNS



CATAN BLANKET FORT T-SHIRT

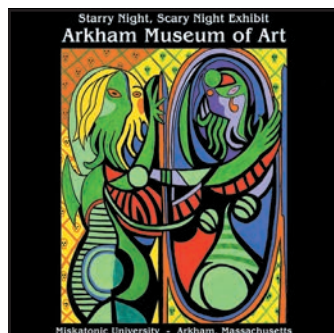
Scheduled to ship in December 2015.

M OWD 28011-MPI

L OWD 28011-LPI

XL OWD 28011-XLPI

XXL OWD 28011-XXLPI



CTHULHU IN THE MIRROR T-SHIRT

Scheduled to ship in December 2015.

M OWD 3073-MPI

L OWD 3073-LPI

XL OWD 3073-XLPI

XXL OWD 3073-XXLPI

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**PADAWAN TRAINING T-SHIRT**

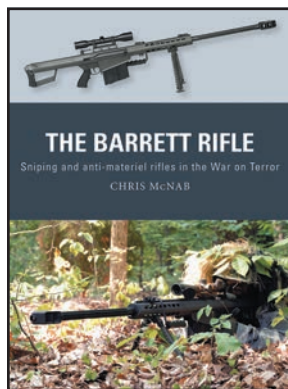
Scheduled to ship in December 2015.

M OWD 45107-M.....	PI
L OWD 45107-L.....	PI
XL OWD 45107-XL.....	PI
XXL OWD 45107-XXL.....	PI

OSPREY PUBLISHING**J2M RAIDEN AND N1K1/2 SHIDEN ACES**

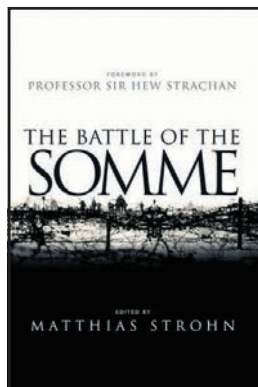
Although seen as a replacement for the A6M Zero-sen carrier-based fighter, the Mitsubishi J2M Raiden was actually designed as a land-based naval interceptor optimized for speed rather than maneuverability. Engine cooling problems for its Mitsubishi Kasai 23 engine and airflow and flight control issues plagued the Raiden's development, but despite these production delays, aces Sadaaki Akamatsu Yoshihiro Aoki, Susumu Ito, and Susumu Ishihara all claimed significant scores in the Raiden. Scheduled to ship in March 2016.

OSP ACE129.....\$23.00

**THE BARRETT RIFLE: SNIPING AND ANTI-MATERIEL RIFLES IN THE WAR ON TERROR**

One of the premier sniper rifles ever manufactured, the Barrett M82 has been adopted as a sniping rifle by fifty nations and used in the First Gulf War, in Iraq and Afghanistan, and by Malaysian special forces and Indian Police commandos and special forces units. Scheduled to ship in March 2016.

OSP WEAP045.....\$20.00

**THE BATTLE OF THE SOMME**

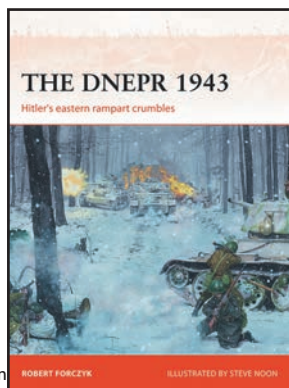
Published to coincide with the commemoration of the Centenary of the Battle of the Somme, and focusing on key aspects of the British, French, and German forces, and overall strategic and tactical impacts of the battle, this new study comprises twelve separate articles written by some of the foremost military historians. Scheduled to ship in April 2016.

OSP CMP569.....\$35.00

**BRITISH REDCOAT VS FRENCH FUSILIER: NORTH AMERICA 1755-63**

Providing a unique glimpse into the experiences of regular British and French infantry in North America during the French and Indian War, this book reveals what it was like for soldiers fighting each other at some of the most pivotal engagements of the conflict - Ticonderoga, La Belle-Famille, and Quebec. Scheduled to ship in March 2016.

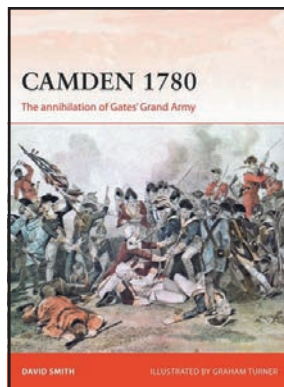
OSP CBT017.....\$20.00



i n ROBERT FORCZYK ILLUSTRATED BY STEVE NOON

The race to the natural defensive line was on, with the Soviets launching one of their largest offensives of the war - with over two million men on the move. Expert Eastern Front historian Robert Forczyk describes the dramatic, four-month campaign that saw the Red Army not only succeed in crossing the Dnepr at multiple points, but also liberate Kiev, the capital of the Ukraine. Scheduled to ship in March 2016.

OSP CAM291.....\$24.00

**CAMDEN 1780: THE ANNIHILATION OF GATES' GRAND ARMY**

As the British refocused their war on the southern colonies in the hopes of triggering an outbreak of loyalism that would sweep the rebels aside, Lord Cornwallis found himself thinly spread and unable to guard the fifteen-thousand square miles he was responsible for. So Cornwallis went on the offensive, invading North Carolina and using Camden as a launch pad. This new history reveals how Cornwallis was able to use his aggressive strategy to great effect and how the overconfidence of the American forces under Horatio Gates was to result in a shocking defeat on the night of August 15th. Scheduled to ship in April 2016.

OSP CAM292.....\$24.00

**F-15 EAGLE VERSUS MIG-23/25: IRAQ 1991**

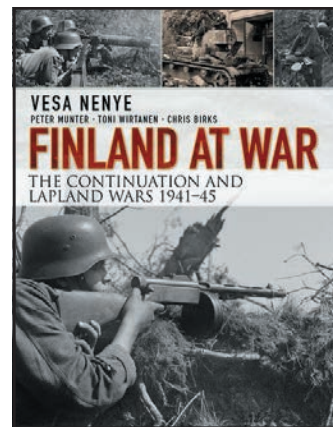
Designed following the relative poor performance of America's multi-role fighters during the Vietnam War, the F-15 Eagle was conceived as a dedicated air superiority fighter. But having trained for fifteen years in the Eagle, it wasn't Eastern Bloc-operated MiGs that the F-15 eventually came up against, but pilots of Saddam Hussein's Iraqi air force. Packed with artwork, illustrations, and photographs, this book places the reader in the cockpit during one of the last major dogfighting air wars in modern history. Scheduled to ship in April 2016.

OSP DUE072.....\$20.00

THE DNEPR 1943: HITLER'S EASTERN RAMPART CRUMBLES

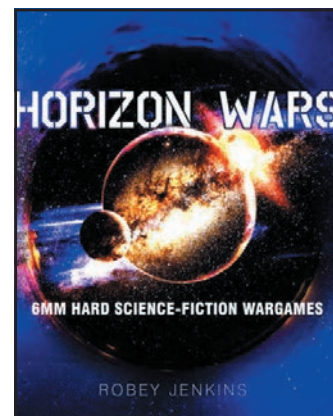
Against the wishes of Hitler, German forces under Erich von Manstein were forced to retreat following the failure of their offensive at Kursk July 1943. The weakened force had only one possible refuge, behind the wide Dnepr River.

OSP CAM291.....\$24.00

**FINLAND AT WAR: THE CONTINUATION AND LAPLAND WARS 1941-45**

Having foiled the Soviet invasion of the Winter War, the Finns found themselves embroiled in an ongoing conflict to maintain their borders as the Soviets recovered from the initial advances made by the Germans during the Barbarossa campaign. Yet as the Red Tide of Soviet forces pushed back the German army, the Finnish forces - despite their lack of equipment, obsolete machinery, and minuscule manpower - held firm against the Soviets throughout the continuation of the war, ensuring their post-war independence on the Western side of the Iron curtain. Featuring incredible, never-before-seen photographs and firsthand accounts, this is the history of one of the most incredible moments in modern military history. Scheduled to ship in March 2016.

OSP GM262.....\$40.00

**HORIZON WARS: 6MM HARD SCIENCE-FICTION WARGAMES**

Beyond our modern horizons lie uncountable wars still to be fought by us, by machines, or even by intelligent alien species we can scarcely imagine. Highly accessible, extremely adaptable, and featuring an intricate mix of real-world tactics and combat, *Horizon Wars* interweaves threads of futuristic scenarios, combat and weaponry, and gear and battlefields that no modern soldier has ever experienced to create a believable narrative for commanders to immerse themselves in. Step onto your own imagined battlefield and save your universe with *Horizon Wars*! Scheduled to ship in April 2016.

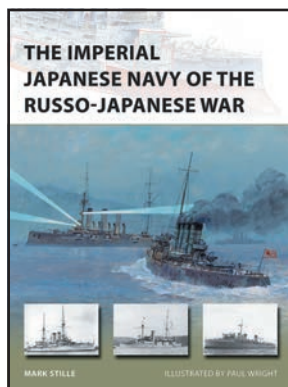
OSP HOR002.....\$30.00



IMPERIAL CHINESE ARMIES 1840-1911

Providing an unparalleled insight into the dizzying array of troop types and unique uniforms, this is a history of the sometimes painful modernization of China's military forces during one of her most turbulent periods in history. Scheduled to ship in April 2016.

OSP MAA505\$18.00



THE IMPERIAL JAPANESE NAVY OF THE RUSSO-JAPANESE WAR

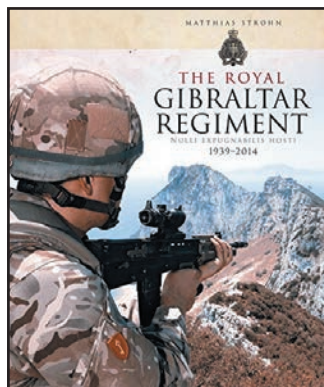
When the Imperial Japanese Navy (IJN) destroyed Russia's battle fleet during the Russo-Japanese War, it marked the emergence of Japan as one of the world's major naval powers. This book explains in concise detail the IJN's fleet of 1904-05, from its battleships and armored cruisers to the torpedo boats that launched "the first great torpedo attack in history," and outlines the history of the naval campaign against the Russian fleet. Scheduled to ship in March 2016.

OSP NVG232\$18.00



details on the various attempts by the Allies to overcome this last Nazi stronghold through both subterfuge and outright battle. Scheduled to ship in April 2016.

OSP DAK010\$19.00



ROYAL GIBRALTAR REGIMENT 1939-2014: NULLI EXPUGNABILIS HOSTI

In 2014, the Royal Gibraltar Regiment celebrated its 75th Anniversary. This is the history of the regiment and its preceding formations. The book shows how a locally raised volunteer unit developed into a modern, light-role infantry battalion, based in Gibraltar and operating all over the world. The changing roles of the regiment and the internal developments are also described and explained within the wider political and military context of Gibraltar. Scheduled to ship in April 2016.

OSP REG001\$65.00



THE SAS 1983-2014

Highly-trained and immensely skilled, the SAS are widely regarded as one of the best Special Forces units in the world. This book charts the changing organization and operational emphasis of the regiment over the past twenty-five years, and sheds light on the SAS's involvement in the Troubles of Northern Ireland, their operations in Iraq and Afghanistan, and the widespread use of the SAS in counter-terrorism and counterinsurgency operations since 9/11. Scheduled to ship in March 2016.

OSP ELI211\$19.00

NAZI MOONBASE

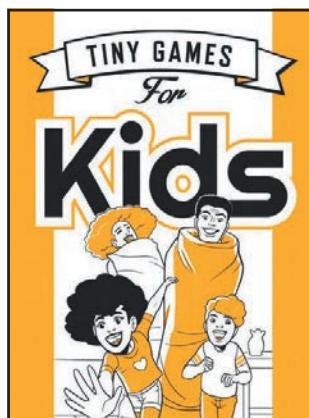
In the dying days of World War II, Nazi Germany spent increasingly large amounts of its dwindling manufacturing capability on the construction of a small fleet of flying saucers capable of travel beyond the atmosphere. While these saucers were too few in number to affect the eventual outcome of the war, they did allow for a small, but fanatical Nazi group to escape Germany, first to Antarctica, and then on to the moon! Focusing on the design, construction, and layout of the moonbase, the history of the Nazi space program is revealed, as well as



TIGER TANK

The German Tiger Tank was a monster of a machine that dominated the battlefields of Europe and is the most famous tank of World War II. This book is an accessible and informative history of the Tiger and its successor, the Tiger II or King Tiger, assessing its success on the battlefield as it duelled against the best armor the Allies had to offer. Gun sight and turret artwork place the reader "inside" the tank during battle and help bring the history of this remarkable tank to life. Scheduled to ship in March 2016.

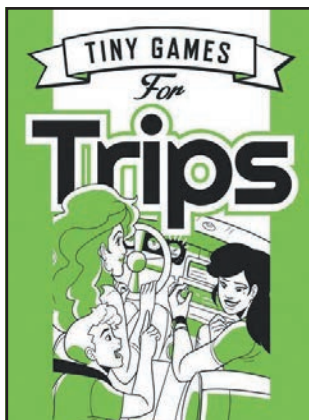
OSP GM940\$12.00



TINY GAMES FOR KIDS

From award-winning game studio Hide & Seek come tons of brand-new games for real-world play. *Tiny Games* takes traditional parlour games and adds a touch of modern game design know-how to allow any number of players to have fun whatever they're doing. Scheduled to ship in March 2016.

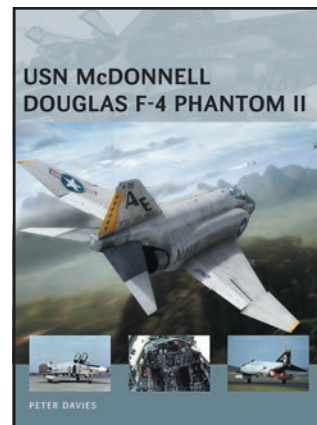
OSP OSG972\$8.00



TINY GAMES FOR TRIPS

From award-winning game studio Hide & Seek come tons of brand-new games for real-world play. *Tiny Games* takes traditional parlour games and adds a touch of modern game design know-how to allow any number of players to have fun whatever they're doing. Scheduled to ship in March 2016.

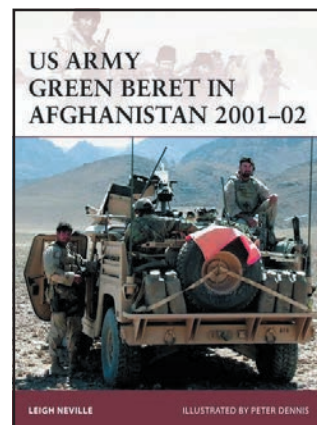
OSP OSG941\$8.00



USN MCDONNELL DOUGLAS F-4 PHANTOM II

Originally designed as a carrier-born, long-range interceptor armed with radar-guided missiles and tasked with defense against missile-launching bombers, the Phantom II went on to establish itself as one of the most important multi-role fighter, attack, and reconnaissance aircraft of the twentieth century. This book reveals the design and development history of the Phantom, its variants and the exported designs adopted by other NATO countries. Scheduled to ship in March 2016.

OSP AVG022\$19.00



US ARMY GREEN BERET IN AFGHANISTAN 2001-02

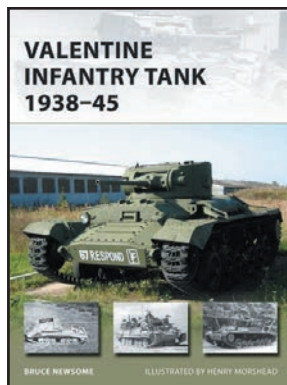
In October 2001, the most militarily advanced nation on Earth came into conflict with one of its least developed nations as American forces poured into Afghanistan. The tip of the spear, the sharpest of the attacks, were drawn from the U.S. Special Forces community, and largely from the units of the United States Army Special Forces - the famous Green Berets - who, together with the Special Activities Division and the Afghan Northern Alliance, overthrew the Taliban in a lightning campaign that redefined modern warfare. This new study reveals the grueling Green Beret training and preparation, the specialized equipment they used in the field, and traces their deployment throughout the campaign. Scheduled to ship in April 2016.

OSP WAR179\$19.00



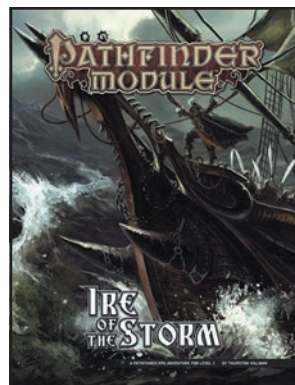
US MARINE IN WORLD WAR I

The words "Retreat? Hell, we just got here," has become a central part of the Marine Corps legend, indicative of their reputation for dogged determination and bravery. Packed with firsthand accounts and detailed information from the USMC History Division at Quantico and published to coincide with the one hundredth anniversary of America's involvement in World War I, this is a timely analysis of one of the Marines defining moments. Scheduled to ship in March 2016.
OSP WAR178.....\$19.00



VALENTINE INFANTRY TANK 1938-45

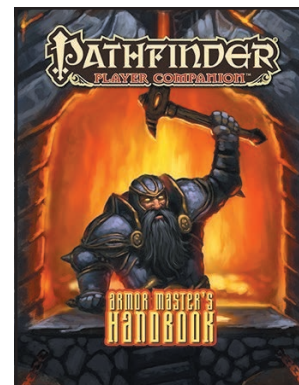
The Valentine was Britain's most produced and most widely used tank of the Second World War. This book describes the evolution of the Valentine design and weighs up its impact on the battlefield. Scheduled to ship in April 2016.
OSP NVG233.....\$18.00



PATHFINDER MODULE: IRE OF THE STORM

Unnatural storms rage above the rugged frontier town of Pridon's Hearth - far-flung Sargava's latest push to claim the lands' jungle wilds. Alongside the lashing rains and cascade of lightning comes a more terrestrial threat: lizardfolk! To survive, or even escape, the heroes must rally the entire community to weather the brutal press of the storm and establish themselves as local heroes before delving into the unexplored jungle. Who built the strange ruins inland from the colony, and what significance do they hold to the lizardfolk that now prey upon Pridon's Hearth? *Ire of the Storm* is a deluxe Pathfinder adventure for 1st-level characters. Scheduled to ship in April 2016.

PZO 9551.....\$24.99



PATHFINDER PLAYER COMPANION: ARMOR MASTER'S HANDBOOK

The most experienced combatants know the best offense is a good defense! And the best defense is one that uses armor to the best possible effect. From shield style feats and advanced armor mastery to ways to use the weight and bulk of armor to your advantage, the *Armor Master's Handbook* introduces new options for every iron-clad character. In addition to class options and abilities, this *Pathfinder* guide to heavily-armored heroics also includes dozens of new magic armor options covering all types of armor and shields, as well as combat tricks and a stamina system sure to see you through nearly any scrap unscathed. Scheduled to ship in April 2016.

PZO 9467.....\$14.99

PAIZO PUBLISHING



PATHFINDER ADVENTURE PATH: HELL'S VENGEANCE PART 3 - THE INFERNO GATE

The Thrice-Damned House of Thrune wants to seal the Inferno Gate, an uncontrolled portal to Hell, and the nefarious adventurers are tapped to accomplish the task. To perform the required ritual, they must acquire key components held by a hellspawn thieves' guild and the Hellknight Order of the Pike, as well as battle angelic foes and the knights of the Glorious Reclamation. But before they can complete the ritual, the characters face betrayal at the hands of one of their closest allies! A *Pathfinder Roleplaying Game* adventure for 7th-level characters, *The Inferno Gate* continues the *Hell's Vengeance Adventure Path*. Scheduled to ship in April 2016.

PZO 90105.....\$24.99



PATHFINDER CAMPAIGN SETTING: HEAVEN UNLEASHED

Unleash the Wrath of Heaven! Too often angels and their divine allies take a back seat to the heroics of virtuous adventurers. *Pathfinder Campaign Setting: Heaven Unleashed* reveals thirteen holy champions, from cassisian angels and serpentine couatls to empyreal lords and the heralds of the gods, themselves! Within you'll join a monastery of the goddess of justice, make your case against courts of angelic arbiters, even explore the Heavenly realm of the demigoddess Andoletta, known across the planes as Grandmother Crow. These righteous paragons each have their own agendas, likely to either draw adventurers into otherworldly plots - or pit them against sacred decrees. Each character includes a unique stat block, encounter map, details on locations across the planes, guidelines on setting up encounters for good or evil characters, and everything else you need to add a touch of the divine to your *Pathfinder Roleplaying Games*. Scheduled to ship in April 2016.

PZO 9291.....\$22.99

SPOTLIGHT ON



PATHFINDER: ULTIMATE INTRIGUE HARDCOVER

A sharp sword and a powerful spell are not the answer to every problem an adventurer is bound to face. *Ultimate Intrigue* arms *Pathfinder* players with every bit of charm, grace, innuendo, and insult necessary to defeat even the most difficult social encounters. Engage in social combat, dueling with words instead of steel. Participate in a heist, working as a team to steal a valuable object or vital piece of information. Curry favor with the local churches, guilds, and royals with a complete influence system. Give your character an edge in social situations with a wide variety of new archetypes, feats, spells, and gear! Scheduled to ship in April 2016.

PZO 1134.....\$44.99

PALLADIUM BOOKS

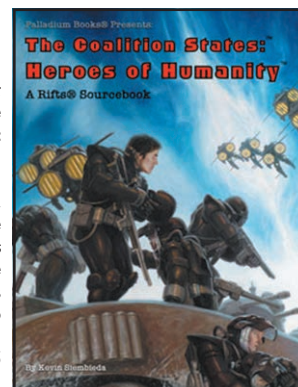
RIFTS: #73

PAL 0173.....\$13.95

RIFTS RPG: COALITION STATES: HEROES OF HUMANITY

The events unfolding in *World Book 35: Megaverse in Flames* threaten to change the entire landscape of Rifts Earth, as the demonic minions of Hades and Dyval seek to bring Hell on Earth and turn the planet into a dimensional gateway to Armageddon! The Coalition States, along with Northern Gun and Lazlo, take the lead in the defense of North America. *Heroes of Humanity* explores the good (and bad) in the Coalition's efforts to save humanity and send this new threat back to the pits of Hell! Scheduled to ship in January 2016.

PAL 0889.....\$16.95



PATHFINDER MAP PACK: ROAD SYSTEM

All roads lead to adventure! *Pathfinder Map Pack: Road System* contains 18 full-color, 5 x 8-inch map tiles, stunningly crafted by cartographer Jason A. Engle, that combine to create all the roads your adventurers will ever travel. Wet, dry, and permanent markers erase from the tiles! Scheduled to ship in April 2016.

PZO 4061.....\$14.99

POKÉMON
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- ▶ Theme Decks
- ▶ Blistered Boosters

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INTERNATIONAL

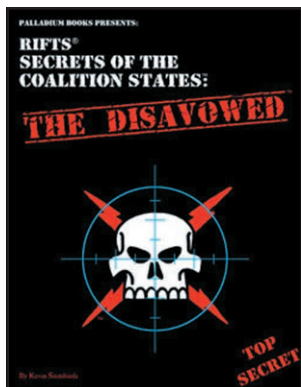
gotta catch 'em all!



Pokemon.com/TCG



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RIFTS RPG: COALITION STATES: THE DISAVOWED

The Disavowed are so Top Secret that their existence is known only to a handful of the Coalition States' most elite, top echelon, with Joseph Prosek II the mastermind behind the Disavowed operation, and Colonel Lyboc its shadowy face. Find out who these men and women are, how the Disavowed get away with using magic, and how they travel to other parts of Rifts Earth - and even to other dimensions - in pursuit of enemies and strategic information that cannot be had through conventional means. Scheduled to ship in January 2016.

PAL 0892\$16.95

PASSPORT GAME STUDIOS



AND THEN, WE HELD HANDS

Featuring beautiful, inspiring illustrations by Marie Cardouat (Dixit, Steam Park), ...And Then, We Held Hands is a non-verbal, cooperative board game about finding inner balance as two players must complete emotional objectives, each from their own perspective, in their quest for harmony.

PGS LDR151100\$25.00



FOOD CHAIN MAGNATE

100% Dice Free! Producing high-quality, well-tested, original burgers is one of our main jobs here at Gluttony, Inc. There's no such thing as luck - skill wins every time! Designed to seat groups of 2-5 diners, Food Chain Magnate offers good old-fashioned fun served with your choice of strategies! Using a card-driven (human) resource management system, players in Food Chain Magnate oversee the workings of a fast-food chain, competing on a variable city map through purchasing, marketing, sales, and hiring key staff members. Satisfaction guaranteed!

PGS SPLFCM\$67.20

PAW WARRIOR GAMES

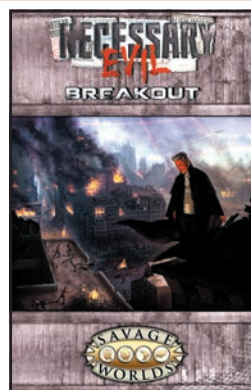


AMBYRIA: SHROUD OF THE SHADOW DEMON CARD GAME

As one of Ambyria's heroes, play in a strategic duel or engage in a chaotic 3-4 player free-for-all in a quest to collect ember stones. Set up devastating combos using secret face-down cards. Use Martyrs during your opponent's turn to flip his/her strategy upside down. Gain ember stones by exacting revenge or bidding your resources. Your strategy must adapt to the constantly changing and perilous playing field to thwart your enemies in Ambyria: Shroud of the Shadow Demon, a strategic tabletop card game of revenge and luck. Scheduled to ship in March 2016.

S2P PWG8001\$24.99

PINNACLE ENTERTAINMENT GROUP



SAVAGE WORLDS RPG: NECESSARY EVIL - BREAKOUT LIMITED EDITION

The villainous resistance of New York City was one of the last to hold out against the alien invasion. The evil v'sori responded by placing the island of Manhattan beneath an unbreakable energy field. Trapped within, the city's toughest and most cunning super villains must fight for food, weapons, resource, and dominance. But, they're not alone. Strange creatures swarm in the sewers and subways, powerful gangs rise and raid their rivals, The Black Hand controls a vast black market of scavenged goods, and rumors of a way out are nothing more than street gossip. Only the strong will survive, and only the most calculating will eventually... Breakout! Breakout is a prequel to the Necessary Evil setting. Scheduled to ship in February 2016.

S2P 10019LE\$24.99



SAVAGE WORLDS RPG: THE SIXTH GUN

The First of the Six strikes with ungodly force. The Second spreads Perdition's flames. The Third kills with a flesh-rotting disease. The Fourth calls up the spirits of those it has slain. The Fifth can heal the wielder from even a fatal wound. And the Sixth is the key to rewriting the world! The Sixth Gun comic series - a re-interpretation of the supernatural Western by writer Cullen Bunn and artist Brian Hurtt - follows the journey of six ancient and mystical weapons with the power to remake all of Creation. Now, both Deadlands and The Sixth Gun fans will find a passel of fantastic new characters, creatures, artifacts, locales, and story ideas for their Savage Worlds campaigns in this new take on the Weird West! Scheduled to ship in March 2016.

S2P 11100\$19.99

POKÉMON USA

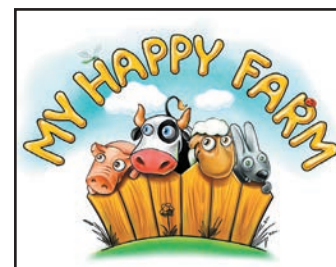


POKÉMON TCG: MEGA SCIZOR AND SHINY MEGA GYARADOS 3 PK PIN

Scheduled to ship in February 2016.

PUI 80085PI

PORTAL



MY HAPPY FARM

In My Happy Farm, players buy crops, harvest them, and feed their animals. Well-fed animals are happy - and happy animals score points! Scheduled to ship in March 2016.

PSI PLG0033\$30.00

PRIVATEER PRESS

HORDES

Scheduled to ship in March 2016.



LEGION OF EVERBLIGHT GROTESQUE ASSASSIN SOLO

PIP 73091\$19.99



LEGION OF EVERBLIGHT GROTESQUE RAIDERS/GROTESQUE BANSHEES BLIGHTED NYSS UNIT (10)

PIP 73090\$59.99



**MINIONS BLACKHIDE WRASTLER/
BLIND WALKER GATORMAN
HEAVY WARBEAST**

PIP 75062\$39.99



**MINIONS LYNUS WESSELBAUM
& EDREA LLORYR CHARACTER
UNIT (2)**

PIP 75065\$19.99

**TROLLBLOOD ROK CHARACTER
HEAVY WARBEAST**

PIP 71102\$54.99



**LEVEL 7 (OMEGA PROTOCOL)
EXTREME PREJUDICE EXPANSION**

After the Agency executed Omega Protocol, Subterra Bravo was nothing but a smoldering crater. We thought there were no survivors. We were wrong. Dr. Cronos is at large! A new team of Agency commandos, call sign "Tin Man", has tracked the rogue alien to a secret research facility in Russia. Their mission: exterminate! Meanwhile, Cronos has revived Russian experiments incorporating Ghin technology. With his new Russian collaborators, he has found the means to protect his nefarious research. To reach Cronos, the commandos will first have to battle through his army of Spetznaz and confront a new, genetically engineered nightmare. But Tin Man has a hulking mech suit bristling with weapons and high-tech capabilities, as well as an unlikely ally in Thoth, a Ghin scientist with powerful psychotronic abilities and the sworn enemy of Dr. Cronos. Scheduled to ship in March 2016.

PIP 62008\$54.99

NO QUARTER MAGAZINE #65

This exciting issue of *No Quarter* includes fascinating features on the god Morrow, new model previews, Gavyn Kyles files on the Black 13th, hobby content for terrain building and painting, and much more. Scheduled to ship in March 2016.

PIP NQ65\$8.50

WARMACHINE

Scheduled to ship in March 2016.

**CRYX BLOAT THRALL OVERSEER
MOBIUS CHARACTER SOLO**

PIP 34131\$24.99



CYGNAR TRENCH BUSTER SOLO

PIP 31110\$21.99

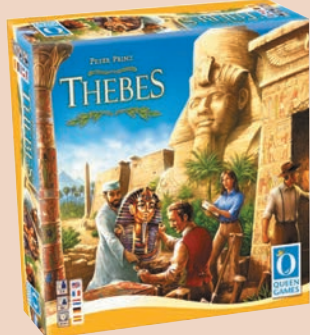


**THE PROTECTORATE OF MENOTH
PYRRHUS, FLAMEGUARD HERO
CHARACTER SOLO**

PIP 32111\$17.99

QUEEN GAMES

SPOTLIGHT ON

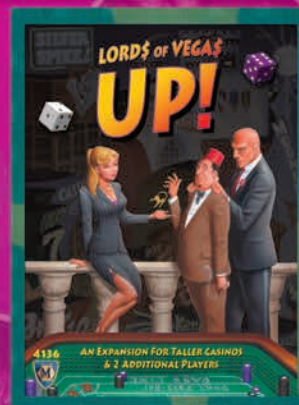


THEBES

In *Thebes*, you and your fellow archeologists travel through Europe acquiring knowledge, equipment, and assistants. You will be required to excavate historical sites in the regions of ancient Greece, Crete, Egypt, Palestine, and Mesopotamia. However, time is of the essence - spend too much time preparing and there will only be dirt left to dig up!

ASM Q-060461\$49.99

**YOUR EMPIRE SURVIVES
IN PLAN & CHANCE**



**THERE'S A LOT MORE
TO IT THAN YOU KNOW!**



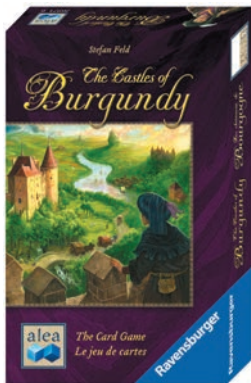
Mayfair Games

www.mayfairgames.com



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RAVENSBURGER



THE CASTLES OF BURGUNDY - THE CARD GAME

The Hundred Years' War is over and the Renaissance is looming. Conditions are perfect for the princes of the Loire Valley to propel their estates to prosperity and prominence. Through strategic trading and building, clever planning, and careful thought, players add settlements and castles, practice trade along the river, exploit silver mines, and farm livestock in this card game adaptation of *The Castles of Burgundy*. Scheduled to ship in April 2016.
PSI RVN81503\$13.50

REAPER MINIATURES

CHRONOSCOPE

Scheduled to ship in December 2015.



OLD WEST KIDS (2)

RPR 50334\$6.79



RAND DAINGERFIELD

RPR 50331\$6.29

RETRO SCI-FI WEAPONS

RPR 50332\$6.79

TESS MCFADDEN

RPR 50330\$5.99

DARK HEAVEN LEGENDS

Scheduled to ship in November 2015.



DREAD WOLVES (2)

RPR 03736\$11.79



FEMALE WRAITH

RPR 03739\$6.99

GHOULS (2)

RPR 03716\$13.29



PUMPKIN MINIONS (3)

RPR 03677\$15.49



TOMBSTONE OF PROTECTION

RPR 03738\$7.99



TOMBSTONE OF SORROW

RPR 03737\$6.29

DARK HEAVEN LEGENDS

Scheduled to ship in December 2015.

ARATHANEL, ELF RANGER

RPR 03732\$7.79

BARDEN BARRELSTRAP, DWARF CLERIC

RPR 03731\$6.79

HALFLING FARMERS (2)

RPR 03729\$7.49

JAHENNA, FEMALE VAMPIRE

RPR 03730\$9.49

RENEGADE GAMES STUDIOS

SPOTLIGHT ON



APOTHECA: THE SECRET POTION SOCIETY

Across the land, an invitation has summoned the most clever apprentices for a chance to enter the secret potion society. The cutthroat members, the Apothecaries, have grown too savvy of each other's schemes. They've chosen you to compete in their black market game! Conjure powerful magic and deception, outwit your adversaries, and you, too, might join Apotheca. Devise your plans by hiding ingredients in the marketplace, reveal secrets to collect precious gems, and recruit powerful apothecaries to do your bidding. The first apprentice to create three potions becomes a member of the secret potion society! Scheduled to ship in March 2016.

RGS 00378\$40.00



BULLFROGS

Hop To It! Clans clash, water splashes, and the booming croaks of battling bullfrogs ring out across the moonlit pond! A quick, area-control game of tactical combat, players in *Bullfrogs* take command of competing frog clans attempting to outmaneuver each other for dominance over the pond by deploying, sabotaging, and jumping frogs on an ever-changing landscape of lily pads. Scheduled to ship in March 2016.

RGS 00519\$30.00



KITTY PAW

What happens when seven cats run into cardboard boxes? Well, a crazy game of kitty hide-and-seek! In *Kitty Paw*, a dexterity and reaction game by Taiwanese designer Aza Chen, players try to be the first to complete the kitty combinations shown on the Kitty cards to score victory points. Scheduled to ship in March 2016.

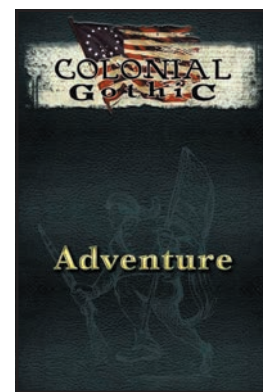
RGS 00536\$20.00

ROGUE GAMES

COLONIAL GOTHIC RPG: ADVENTURE

Mysteries abound in the American Colonies. From whispers of strange things lurking in the woods, to ancient evils lurking in the night's darkness waiting to strike, the colonies are full of curious things. While all attention is focused on the bloody conflict between subjects and crown, there are some seeking to take advantage of this. They work without fear of being caught, and they know it will be too late when these plans are put into action. Now you can learn of these plans in these two *Colonial Gothic* adventures: "The Angels of Jacob Hill" and "Sin Eater". Scheduled to ship in February 2016.

S2P RGG1620\$15.99

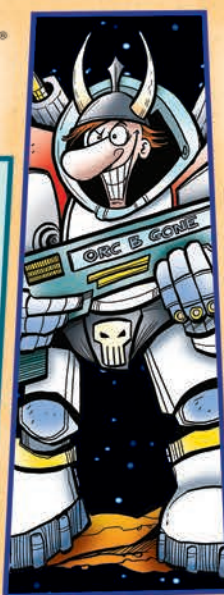


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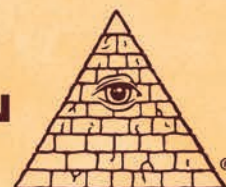


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STEVE
JACKSON
GAMES



munchkin.sjgames.com/guestartist

SIERRA MADRE GAMES



PAX PORFIRIANA COLLECTOR'S EDITION

Pax Porfiriana - Latin for "The Porfirian Peace" - refers to the 33-year reign of Dictator Porfirio Díaz, who ruled Mexico with an iron fist until toppled by the 1910 Revolution. As a rich businessman (Hacendado) in the turbulent pre-revolutionary borderlands of the U.S. and Mexico, players compete to build business empires of ranches, mines, rails, troops, and banks while subverting opponents with banditos, Indians, and lawsuits.
PSI SMG32A\$55.00

SPIELBOX

SPIELBOX MAGAZINE #6 2015

Spielbox Magazine. Scheduled to ship in January 2016.
IMP SPB2015.6\$11.99

STEVE JACKSON GAMES



CHEZ GEEK: SPRING BREAK EXPANSION

In *Chez Geek: Spring Break*, you take the never-ending quest for Slack - on the road! In addition to 40 new cards that celebrate the ups and downs of travel, like Inexplicable Blizzard and Beach Nookie, you also get to change the rules with brand-new, epic Event cards! Go on a trip to Baja or attend SkiCon - no matter where you go, Slack is there for the taking! Scheduled to ship in April 2016.
SJJ 1384\$10.95

MUNCHKIN: PUPPIES BLISTER PACK

The latest in Steve Jackson Games' series of *Munchkin* booster packs is also the newest double-booster featuring 30 cards focusing on adorable, cuddly, evil puppies! Developed by Devin Lewis and illustrated by Katie Cook, the hit team behind *Munchkin Kittens*, this expansion is the perfect companion for every *Munchkin* game! Scheduled to ship in April 2016.
SJJ 4216\$9.95



MUNCHKIN 6.5: TERRIBLE TOMBS

More Chaotic Chasms! More Violent Vastnesses! More Abysmal Abysses! Fully compatible with *Munchkin 6 - Demented Dungeons*, *Munchkin 6.5 - Terrible Tombs* introduces 20 new Dungeons to delve and 16 new Portals to get you there. Scheduled to ship in April 2016.
SJJ 1541\$11.95



MUNCHKIN LEGENDS: DELUXE

Become a Munchkin of Myth! Prepare to fight the creatures of legend... and take their stuff! In *Munchkin Legends Deluxe*, you'll face mythical monsters and collect legendary treasures. Challenge the Boogie Man to a dance-off and cheat by wearing Achilles' Heels! *Munchkin Legends Deluxe* comes complete with everything you need to play: cards, a die, a game board, standies to track your levels, and a copy of *Munchkin Legends 2 - Faun and Games!*
SJJ 1512\$29.95



STRAT-O-MATIC MEDIA

BASEBALL CHAMPIONSHIP 2015 EDITION

Kansas City wins the AL pennant for first time in 29 years while San Francisco establishes a modern dynasty in MLB's 2015 Season! This 2015 *Championship Edition* of *Strat-O-Matic's Baseball* includes the four League Championship Series Teams, plus 54 Current Superstar Player Cards, and a free offer for Additional Teams. Scheduled to ship in March 2016.
STR 14BC\$19.99

STRONGHOLD GAMES

AMONG THE STARS: STELLAR CONFLICT

A fast-paced, space combat game featuring realtime elements set in the *Among the Stars* universe, players in *Stellar Conflict* take on the role of an alien race engaged in a space battle. Scheduled to ship in April 2016.
PSI SG-8022\$24.95

ANIMALS ON BOARD

You have an ark, and you want to take as many animals on board as you can. Unfortunately, a guy called Noah claims all animal pairs for himself - and he's obtained an anti-pairing law! Therefore, any animal for which a player has exactly two on board at the end of the game must be handed off. However, you can circumvent the law if you manage to gather three, four, or even five animals of a species. These are considered a herd and are not only permitted, but are more valuable. Sounds easy, right? Wrong! To form a herd, there's no way around getting a pair first! Scheduled to ship in April 2016.
PSI SG-8021\$24.95

BEAR VALLEY

Survive the treacherous wilderness and escape to safety in *Bear Valley*! Dive into caves, row canoes, cross bridges, climb mountains, and cut through dense underbrush as you stop at nothing - except bears - to be the first to reach base camp. Scheduled to ship in April 2016.
PSI SG-0002\$24.95



VILLAGE

Life in the village is hard - but life here also allows the inhabitants to grow and prosper as they please. One villager might want to become a friar, another more ambitious, striving for a career in public office, while still another will seek his luck in distant lands. In *Village*, each player takes the reins of a family in their quest for fame and glory. Find yourself immortalized in the village chronicles and bring honor to your family! Scheduled to ship in April 2016.
PSI SG-8019\$59.95



VILLAGE: VILLAGE INN EXPANSION

The first expansion for *Village*, *Village Inn* adds two new buildings to the village (the brewery and the inn), and includes all the necessary components for a fifth player. Scheduled to ship in April 2016.
PSI SG-7100\$39.95

STUDIO WOE

SPOTLIGHT ON



GRUFF

A unique, evolving card game, players in *Gruff* choose from a wide variety of Mean, Weird, and Fat mutated monster goats to create the perfect team. Mutate your goats, thwart barrages, and unleash crazy attacks to break through the enemy's defenses. Defeat the opposing Shepherd and be victorious! Scheduled to ship in February 2016.
WOE 0001\$35.00

TASTY MINSTREL

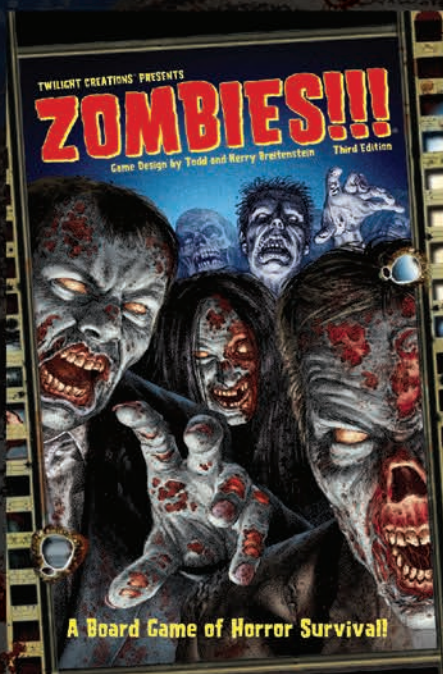
ARS ALCHIMIA

Alchimia - a land where the works of a single, grand alchemist has caused alchemy to develop more quickly than other technology. The everyday lives of the people rely on the alchemy factories that this first pioneer built. In *Ars Alchimia*, you work at one of these factories. As an overseer belonging to the Academy, you take orders from the people, gather resources, and transmute them - but you need to be more efficient than your competition! Scheduled to ship in April 2016.
PSI TTT2011\$39.95

LEMURIA

Lemuria, an ancient city running on the now-forgotten time control technology. Using the force from the stars, channeled through the star altar, they could control time and transform the versatile resource *Materia* into anything they wished. You are one of the city builders of Lemuria, and you must fight for control of the altar, sometimes cooperate with others, and use your resources to further develop the ancient city. But, time is of the essence - you have only one year to complete your task! Scheduled to ship in April 2016.
PSI TTT2012\$39.95

It All Started Here...



And Now It's Outta This World

Zombies!!! 14: Space Bites takes you out of this world, hopefully to live long and prosper. But this is no Hollywood script. Zombies plus a failing space station makes a happy ending highly unlikely...

GAME CONTENTS:

- 16 Map Tiles - Space Station • 30 Event Cards
- 9 Dice • Rules

Requires the Zombies!!! core set (TLC 2010 or 2011) to play.



PRODUCT CODE TLC 2114
www.twilightcreationsinc.com

SRP \$15.99

October 2015
Kerry@twilightcreationsinc.com

THIRD EYE GAMES



STORM BATTALION

In the year 1935, a strange, devastating storm unlike any other touched down on Canadian soil, blighting the land, mutating animals, and granting disturbing supernatural powers to people who died within its energies. This was only the first of many such storms. Terrible wars ignited, channelling the predatory abilities of those changed, called Risen, and the miraculous technology made possible by using harnessed Storm energy as a power source. To face this ongoing threat, the warring countries created specialty squads comprised of mutated soldiers with wondrous powers, sending them into the most dangerous situations possible. These "Storm Battalions" combat the threats to their country even as they strive to stay human in a brave new world of monsters and warfare. Welcome to the new front lines of *Storm Battalion*! Scheduled to ship in March 2016.

S2P 3EG801\$24.99

TRIPLE ACE GAMES



HALFLING FEAST CARD GAME

Let the Feast Begin! In *Halfling Feast*, a non-collectible card game of competitive feasting, players take on the role of a halfling champion eater! You must consume an exotic array of fantasy dishes to win! However, you need to avoid the underhanded tactics of your competitors as their actions can allow your victory to slip away like a halfling trifle! Bluff your way to victory in this quick, fun, and tasty card game! Scheduled to ship in March 2016.

S2P TAGHFC01\$24.99

ROCKET RACE CARD GAME

A non-collectible card game of Victorian scientific research, ground-breaking engineering, financial acumen, heroic endeavors, and a dash of luck, *Leagues of Adventure Rocket Race* pits players against each other as members of Victorian Clubs or Leagues racing to complete mad-capped moon rockets and be the first to successfully land on the moon! Scheduled to ship in March 2016.

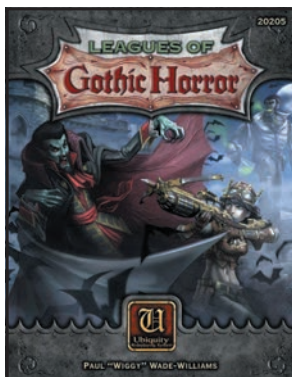
S2P TAGRRC01\$24.99



LEAGUES OF GOTHIC HORROR: GUIDE TO APPARITIONS (UBIQUITY)

For every person alive today, a score or more have gone before him. Little wonder then that stories of ghosts date back to the earliest days of civilization. This sourcebook for *Leagues of Gothic Horror* features an overview of mankind's view of ghosts throughout time, the nature of spooks and what causes them to materialize, guidelines for creating haunted houses, a list of diabolical ghostly powers for customizing apparitions, a bestiary of common haunts, and a number of unique specters. Scheduled to ship in March 2016.

S2P TAG20206\$13.99



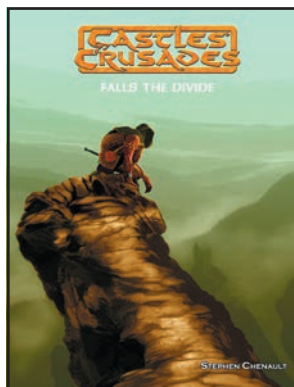
LEAGUES OF GOTHIC HORROR (UBIQUITY)

For all of mankind's advances in science, the world remains a realm of mystery and supernatural occurrences. The Victorian Era is the age of sinister fictional and historical villains, such as Count Dracula, Mr. Hyde, and Jack the Ripper, and an age when interest in the occult reaches new heights. Powered by the Ubiquity system, *Leagues of Gothic Horror* brings focus to restless spirits and haunted houses, crumbling castles and gothic architecture, fog-shrouded streets and deep forests, decadence and decay, secrets and madness, in which the supernatural defies the rationality of science and cold logic. Scheduled to ship in March 2016.

S2P TAG20205\$29.99



TROLL LORD GAMES



CASTLES & CRUSADES RPG: FALLS THE DIVIDE

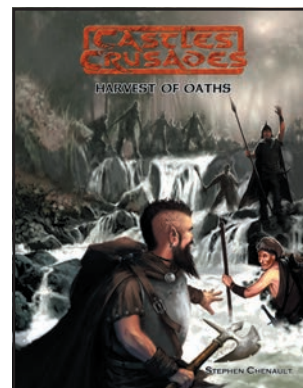
Built high on cliffs overlooking the confluence of two rivers, Gurthap Keep was a bastion of strength and a haven for the Cult of the Red God. Here, priests of old sacrificed over the tomb of long-dead Kha M Thir, honoring him for his long service to the Red God. From there they terrorized the surrounding country, raiding the villages of Alice, Greenbriar, and Ends Meet until, at last, the rangers gathered against the Cult and overthrew it, forcing them to flee into the Darkenfold. But, the tomb of Kah M Thir was never found and the secrets of the priests of the Red God never fully revealed...until now! *Falls the Divide* is a set piece adventure for your *Castle & Crusades* campaigns. Scheduled to ship in February 2016.

IMP TLG8079\$9.99

CASTLES & CRUSADES RPG: HARVEST OF OATHS

The River Basin lies between the Spine Ridge to the north, and the Cherry Hills in the south. It holds the meandering Mistbane River, the life blood of the ancient and dreaded woods, the Darkenfold. Here trails switch back on one another, through a country haunted by small dragons, wild eschl, and will 'o wisps. Plunge once more into the Darkenfold and explore the haunts of the River Basin Country in *Harvest of Oaths*, featuring a series of linked encounters for your *Castles & Crusades* campaigns. Scheduled to ship in January 2016.

IMP TLG8078\$9.99



ULTRA-PRO

DECK PROTECTOR SLEEVES

Scheduled to ship in December 2015.



BRAVEST WARRIORS CATBUG

UPR 84651 PI



BRAVEST WARRIORS JELLYKID

UPR 84653 PI

BRAVEST WARRIORS IMPOSSIBEAR

UPR 84652 PI

SWORD ART ONLINE ASUNA 50 COUNT

UPR 84560 PI

DECK PROTECTOR SLEEVES

Scheduled to ship in January 2016.



FORCE OF WILL: A2 ALICE

UPR 84784 PI



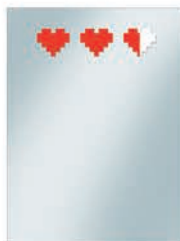
FORCE OF WILL: A2 DARK ALICE

UPR 84785 PI

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Extra Protection
for your cards
& limited edition
Deck Protector®
sleeves!

Meme Collection



Life (84577)



Deal With It (84578)



Hue Hue Hue (84579)



POW! (84740)

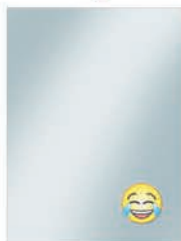


Disappointment (84741)

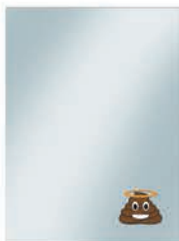


Why So Salty? (84742)

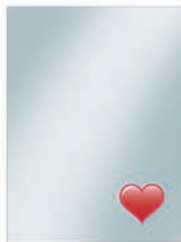
Emoji Collection



Happy Tears (84748)



Poo (84749)



Heart (84750)



Dog (84751)



Skull (84752)



Silly (84753)

New Border Designs

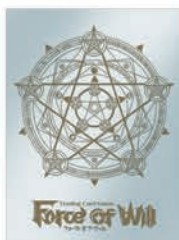


Gold Tribal Border
(84804)



Silver Celtic Border
(84805)

Force
of Will®



Force Of Will Gold (84806)

Deck Protector® sleeve
with card inside



Deck Protector® sleeve
inserts into Sleeve Cover



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FORCE OF WILL: A2 DARK FARIA
UPR 84788..... PI

DECK PROTECTOR SLEEVES

Scheduled to ship in February 2016.



SUPER MARIO DONKEY KONG
UPR 84669..... PI

SUPER MARIO LUIGI
UPR 84667..... PI

SUPER MARIO TOAD
UPR 84668..... PI

DOUBLE SIDED PLAY MAT

Scheduled to ship in April 2016.



**MAGIC THE GATHERING:
APRIL RELEASE**
UPR 86346..... PI

FULL VIEW DECK BOXES

Scheduled to ship in December 2015.



BRAVEST WARRIORS CATBUG
UPR 84654..... PI

**BRAVEST WARRIORS
IMPOSSIBEAR**
UPR 84655..... PI

BRAVEST WARRIORS JELLYKID
UPR 84656..... PI



SUPER MARIO BOWSER
UPR 84666..... PI

SUPER MARIO DONKEY KONG
UPR 84672..... PI



SUPER MARIO LUIGI
UPR 84670..... PI

SUPER MARIO MARIO
UPR 84664..... PI



SUPER MARIO TOAD
UPR 84671..... PI

SUPER MARIO YOSHI
UPR 84665..... PI



SWORD ART ONLINE ASUNA
UPR 84572..... PI

FULL VIEW DECK BOX

Scheduled to ship in January 2016.

FORCE OF WILL: A2 ALICE
UPR 84786..... PI

FORCE OF WILL: A2 DARK ALICE
UPR 84787..... PI

FORCE OF WILL: A2 DARK FARIA
UPR 84791..... PI



**DUNGEONS & DRAGONS MIND
PLAYER GAMER POUCH**
Scheduled to ship in December 2015.
UPR 86513..... PI

LIFE COUNTER



REALMS OF HAVOC DAYOOTE
Scheduled to ship in December 2015.
UPR 84424..... PI



REALMS OF HAVOC SHADOOTE
Scheduled to ship in January 2016.
UPR 84425..... PI

PLAY MATS

Scheduled to ship in December 2015.



BRAVEST WARRIORS AWAY TEAM
UPR 84682..... PI

BRAVEST WARRIORS CATBUG
UPR 84680..... PI

BRAVEST WARRIORS HEROES
UPR 84681..... PI



**FATE STAY NIGHT COLLECTION 1
ARCHER SABER**
UPR 84720..... PI

**FATE STAY NIGHT
COLLECTION 1 GROUP**
UPR 84719..... PI



**FATE STAY NIGHT
COLLECTION 1 RIN**
UPR 84721..... PI

**FORCE OF WILL SPECIAL
LIMITED EDITION CHRISTMAS**
UPR 84780..... PI



SUPER MARIO LEVEL 1-1
UPR 84743..... PI

PLAY MATS

Scheduled to ship in January 2016.

**FORCE OF WILL: A2 ALICE,
FAIRY QUEEN**
UPR 84789..... PI



**FORCE OF WILL: A2 SHADOW,
SEVEN KINGS**
UPR 84790..... PI

**FORCE OF WILL: A2
SYLVIA GILL PALARILIAS**
UPR 84792..... PI

**SWORD ART ONLINE II
COLLECTION I ALFHEIM**
UPR 84772..... PI



**SWORD ART ONLINE II COLLECTION
I BULLETS AND SWORDS**
UPR 84773..... PI

**SWORD ART ONLINE II
COLLECTION I PHANTOM BULLET**
UPR 84774..... PI

**SWORD ART ONLINE II
COLLECTION I SINON**
UPR 84776..... PI

**SWORD ART ONLINE II
COLLECTION I YUUKI**
UPR 84775..... PI



PRINTED DECK PROTECTOR SLEEVES COVERS

Scheduled to ship in February 2016.

"DEAL WITH IT" UPR 84578	PI
"DISAPPOINTMENT" UPR 84741	PI
"EMOJI DOG" UPR 84751	PI
"EMOJI HAPPY TEARS" UPR 84748	PI
"EMOJI HEART" UPR 84750	PI
"EMOJI HOLY ——" UPR 84749	PI
"EMOJI SILLY" UPR 84753	PI
"EMOJI SKULL" UPR 84752	PI
"HUE HUE HUE" UPR 84579	PI
"LIFE" UPR 84577	PI
"POW!" UPR 84740	PI
"WHY SO SALTY" UPR 84742	PI

UPPER DECK



VS SYSTEM 2PCG: A-FORCE EXPANSION

Scheduled to ship in April 2016.

UDC 85372..... PI

USAOPOLY

SPOTLIGHT ON



MUNCHKIN MARVEL UNIVERSE

Prepare for Battle! Unleash your Superpowers with *Munchkin Marvel Edition*, an all-new *Munchkin* game that fuses the classic card game fun of monster-slaying and roleplaying with the most iconic characters from the Marvel universe. Created under license from Steve Jackson Games and in conjunction with Marvel, *Munchkin Marvel Edition* features new monsters (villains), allies (heroes), and custom S.H.I.E.L.D. Identification Cards. This boxed set comes complete with six oversized S.H.I.E.L.D. Agent role cards, 168 Cards (including Door cards and Treasure cards), six level trackers, a custom die, and game rules. Scheduled to ship in April 2016.

PSI MU011-000..... \$24.95

VAN RYDER GAMES



HOSTAGE NEGOTIATOR: ABDUCTOR NEGOTIATOR PACK 3

A member of your own police force has taken hostages! He claims he's being framed for the recent murder of the Chief and you're the only one who believes him. Now, some of the hostages are starting to sympathize with him, making your job even more difficult. In this exciting Abductor Pack for *Hostage Negotiator* you will have to deal with hostages plagued with Stockholm Syndrome. Scheduled to ship in December 2015.

IMP VRGAP3..... \$8.99



HOSTAGE NEGOTIATOR: ABDUCTOR NEGOTIATOR PACK 4

The abductor has hijacked a bus full of people and is making a run for the border. You'll be forced to employ tactics you've never used before and deal with the challenges of negotiating in different locations. Are you up to the challenge? This exciting Abductor Pack for *Hostage Negotiator* introduces a new card type: Location Cards! The abductor's bus will need to be stopped and the all-new Tactics Cards are just the things you'll need to set up a road block or create a diversion. Scheduled to ship in December 2015.

IMP VRGAP4..... \$8.99

WARLORD GAMES

BOLT ACTION

Scheduled to ship in December 2015.

BLASTED WINTER BATTLEFIELD THEME SET

WLG WGB-BFT-01..... \$40.00



US ARMoured CAR SQUADRON (M8/M20 GREYHOUND)

WLG WGB-AI-508..... \$80.00

US ARMY HQ (WINTER)

WLG WGB-WAI-20..... \$11.25

FINNISH INFANTRY BOXED SET (9 MAN)

WLG WGB-FN-02..... \$24.00

GERMAN HEER 75MM PAK 40 ANTI-TANK GUN (WINTER)

WLG WGB-WHR-31..... \$25.50

GERMAN HEER HQ (WINTER)

WLG WGB-WM-233..... \$11.25



GERMAN HEER MMG TEAM (WINTER)

WLG WGB-WHR-21..... \$11.25



SDKFZ 25 1/2 AUSF D (8CM GRANATWERFER) HALF TRACK

WLG WGB-WM-515..... \$32.00



US ARMY INFANTRY SQUAD IN WINTER CLOTHING

WLG WGB-AI-07..... \$24.00



US ARMY MEDIUM MORTAR (WINTER)

WLG WGB-WAI-25..... \$11.25

US ARMY MMG TEAM (WINTER)

WLG WGB-WAI-21..... \$11.25

US TANK CREW DISMOUNTED

WLG WGB-AI-41..... \$11.25

WIZKIDS/NECA

FEATURED ITEM



MARVEL LIMITED EDITION METAL PINS AND PREMIUM COLLECTIBLE BACKER CARDS

Featuring 27 fan-favorite characters including Captain America, Deadpool, Doctor Strange, the Hulk, Iron Fist, and Spider-Man, each blind box includes one jumbo metal pin and one full-color, double-sided, premium collectible backer card showcasing a character (or team) from the Marvel comic book universe. Offered in 12-count displays. Scheduled to ship in March 2016. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 61388..... \$59.88



OFFERED AGAIN

FEATURED ITEM

**O/A MARVEL DICE MASTERS: THE AMAZING SPIDER-MAN STARTER**

The *Marvel Dice Masters: The Amazing Spider-Man Starter Set* features fan-favorite characters like Spider-Man, Ghost Rider, and Kingpin, and premieres the Sinister Six, Allies, Underdogs, and other exciting mechanics! Introducing more than 30 heroes and villains (and their dice!), *Marvel Dice Masters: The Amazing Spider-Man* allows two players to build their own team of heroes or villains and engage in epic dice battles!

WZK 72147..... \$19.99

O/A MARVEL DICE MASTERS: THE AMAZING SPIDER-MAN 90 COUNT GRAVITY FEED

Marvel Dice Masters: The Amazing Spider-Man Gravity Feed features fan-favorite characters like Spider-Man, Gwen Stacy, Aunt May, Blink, The Sinister Six, Agent Venom, and Cloak & Dagger! And, even when the odds are stacked against him, the web-slinger surprises you with some new tricks with brand-new mechanics for Allies and Underdogs! Offered in 90-count Gravity Feeds, each Foil Pack contains two cards and two dice that players can add to their *Dice Masters* collections. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 72149..... \$89.10



FEATURED ITEM

**O/A DC HEROCLIX: SUPERMAN AND WONDER WOMAN BOOSTER BRICK (9)**

The DC Comics HeroClix: *Superman/Wonder Woman Booster Brick* features 76 figures to collect, with sub-themes including Earth 2/Wonders of the World, alternate/evil version

of Superman, and the long-anticipated debut of the Red Son storyline! DC Comics HeroClix: *Superman/Wonder Woman Booster Bricks* consist of eight regular 5-figures boosters and one Super Booster. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 72074..... \$132.90

FEATURED ITEM

**O/A MARVEL HEROCLIX: NICK FURY, AGENT OF SHIELD 10 COUNT BOOSTER BRICK**

Marvel HeroClix: Nick Fury, Agent of SHIELD brings past and current agents to the HeroClix tabletop with more than 81 figures to add to players' collections. This set also features 15 different ID cards! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 71923..... \$129.90

NICK FURY, AGENT OF... SHIELD

Z-MAN GAMES

FEATURED ITEM

**ASHES: RISE OF THE PHOENIX CHILDREN OF BLACKCLOUD EXPANSION DECK**

At the top of the world sits Blackcloud - a bleak and venerable city. Here Brennen rules, a fifteen-year-old wielding merciless blood magic, seeking to restore his family and city to the terrifying glory of their ancient heritage. Each expansion for *Ashes: Rise of the Phoenixborn* features a ready-to-play thematic deck with all-new strategies to explore.

ZMG PHG12001..... \$14.99



FEATURED ITEM

**ASHES: RISE OF THE PHOENIX FROSTDALE GIANTS EXPANSION DECK**

Rin Northfell is a jovial Phoenixborn whose lust for life and battle flares up like a beacon in his frigid homeland. Rin shuns the subtlety of complex magic, preferring spells and monsters as robust and as considerable as his spirit. Each expansion for *Ashes: Rise of the Phoenixborn* features a ready-to-play thematic deck with all-new strategies to explore. Scheduled to ship in April 2016.

ZMG PHG12002..... \$14.99

ZVEZDA

BRITISH MEDIC TEAM

Scheduled to ship in January 2016.

ZVE 6228..... \$4.95

**TIGER I**

Scheduled to ship in January 2016.

ZVE 6256..... \$11.50

**T-60 SOVIET LIGHT TANK**

Scheduled to ship in January 2016.

ZVE 6258..... \$4.95

Phil Walker-Harding

ARCHAEOLOGY

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FEBRUARY 2016

Z-MAN
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www.zmangames.com

Steam: Rails to Riches

STEAM

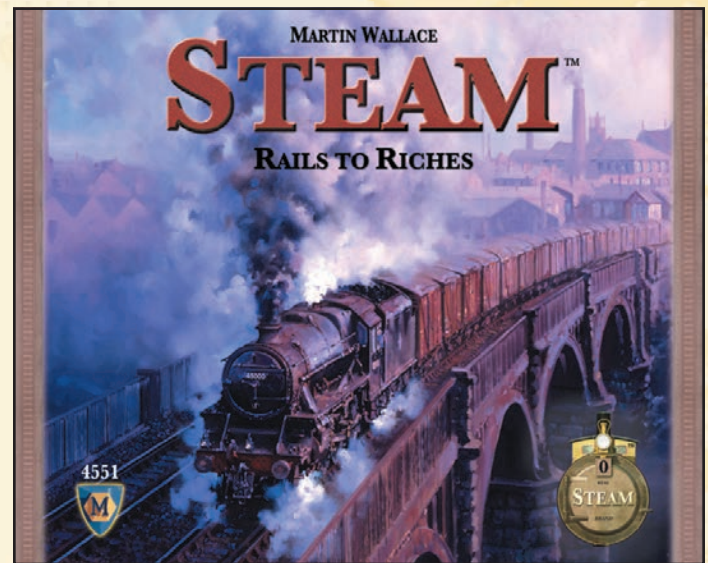
MFG 4551 \$55.00 |

Available Now!

Let Mayfair and veteran game designer Martin Wallace take you back in time to the golden age of rail with *Steam: Rails to Riches*!

Steam challenges players to manage rail networks, upgrade locomotives, manage the finances of a rail company, and deliver goods, all to score Victory Points and win the game. While this sounds complicated, the game's elegant design will have you delivering your goods in no time.

Goods are the heart of the game and delivering them is the primary way you score on your turn. Goods are abstract and represented by colored wooden cubes, which are paired with colored cities. So red cubes want to go to red cities. When you deliver cubes, you can either score Victory Points or income.



Income represents the cash flow of your thriving rail empire and can be positive or negative depending on the actions you've taken thus far in the game. Positive income comes from delivering goods, while negative income is the result of taking out a loan. For five dollars, you can reduce your income by -1, which can result in owing money each turn to the bank and possibly even needing another loan to pay your interest!

As the game progresses the board will slowly become busy with tracks from the competing rail empires and eventually players will have to start paying their fellow players to use their tracks and make deliveries. Players will also urbanize towns into cities and upgrade their trains to cover longer distances.

Steam features two maps, one of the Northeast United States and neighboring regions of Canada for 3-4 players, and a map of the lower Rhine and Ruhr regions in Germany suitable for 4-5 players. The game also includes an introductory scenario, and a more complicated standard game for players seeking a greater challenge.

In the months to come we'll be revisiting *Steam*, looking at the numerous expansions Mayfair has produced to add even more options to the game. We'll also be taking a look at the latest expansion for the game, Mayfair's biggest yet, *Map Expansion #5*, which will add two new maps and a host of expansions for the base and standard games.

ABOUT STEAM

Steam was designed by Martin Wallace. The game is intended for 3-5 players ages 12 and up. *Steam* is published in the United States by Mayfair Games.

Isle of Skye

From Chieftain to King

FROM
CHIEFTAIN
TO KING! RULE
YOUR LANDS!



MADE IN
GERMANY



Mayfair Games

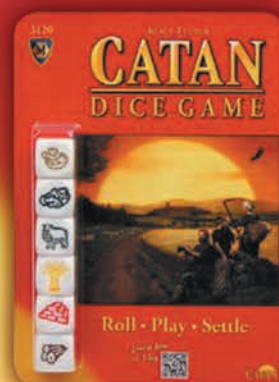
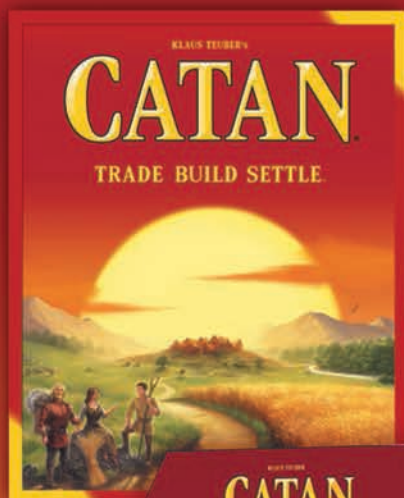
www.mayfairgames.com



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CORVUS BELLI INFINITY

HIGH-TECH SAMURAI! THE DOMARU BUTAI

AN ARTICLE BY JUAN LOIS. EDITED BY DAVE SATTERTHWAITE.

INFINITY RULEBOOK: 3RD EDITION

CVB 289503

\$81.53

Available Now!

It's not a cool and realistic future if there are no high-tech samurai! Under this premise, the ancient Nipponese warriors had to be included in Infinity's universe, and the Domaru Butai were born to play this role.

A new Infinity unit box which replaces all the previous Domaru blisters, these figures are exquisitely remodelled by one of the best 3D sculptors, Fausto Gutiérrez. Their more heavily armoured appearance, with a traditional Japanese touch, makes the new Domaru a spectacular box set. These units will not only contain an enemy's offensive but will counter-assault them fiercely and pitilessly, and generate confusion in their ranks.

Imagine a Domaru with two swords running at you... that's right, scary! Now imagine him fighting by your side.

This box provides all the weapon options you know from the original models and some new options, as this release comes with an update of the troop profile! This update not only brings a cost reduction but now the Domaru can choose two new weapons options: a Combi Rifle and a Spitfire.

The Domaru are Kenjutsu masters wearing heavy powered armour. Specializing in Close Quarters Combat, they can sweep the battle zone with their Chain Rifle, eliminate any over-extended foe with E/M grenades or a Spitfire, then provide the firepower necessary to advance without hindrance. But the real fun is engaging in blade-to-blade combat with their katanas. With an updated

"The Domaru are members of Nipponese culture that, either through family inheritance or military career, have reached the rank of Bushi, generally known as Samurai."

The traditionalist Bushi embody the ideal of the perfect Samurai. These Japanese aristocrats are natural born warriors, training from a very early age to uphold family traditions. Masters of the sword, the Domaru are experts in close quarters battle techniques. The Bushi are inscrutable and respectful warriors that follow the strict Samurai code of honor to the letter.

For the Domaru, life is a continuous challenge and death is always preferable to an unworthy life – as the Way of the Samurai resides in death. All Domaru are prepared to die, considering themselves dead before a battle starts. All are capable of sacrificing their personal safety, and thus their lives, in order to ensure a perfect low that will bring victory."



Martial Arts Level 3 and high close combat attributes, they're a sure bet to win every combat.

You can play with them individually to flank and try to prepare an ambush, or use them in a Fireteam, taking advantage of the Spitfire to advance rapidly into close quarters. Think of this Fireteam like a mini TAG with ten wounds!!

Their E/M weapons are perfect for everything, from killing troops with low BTS Attributes to isolating and immobilizing HI or TAGs.

So, don't hesitate and follow the path of the futuristic samurai with the Domaru! The pride of the Japanese Sectorial Army.

NOMADS



PANOCEANIA



CORVUS BELLI INFINITY

OPERATION: ICESTORM



NOMADS STARTER PACK, CONTAINING THE FOLLOWING FIGURES:

- 3 ALGUACILES FROM CORREGIDOR
- 1 MOBILE BRIGADA
- 1 GRENZER, GRENZ SECURITY TEAM
- 1 SPEKTR

PLUS:

- 1 REVEREND HEALER, OPERATION: ICESTORM EXCLUSIVE FIGURE

PANOCEANIA STARTER PACK CONTAINING THE FOLLOWING FIGURES:

- 3 FUSILIERS
- 1 ORC TROOP
- 1 NISSES FROM SVALARHEIMA
- 1 AKALIS SIKH COMMANDOS

PLUS:

- 1 MILITARY ORDER FATHER-KNIGHT OPERATION ICESTORM EXCLUSIVE FIGURE

MOTO.TRONICA SCENERY PACK
READY TO PLAY CARDBOARDSCENERY
PACK CONTINING:

- 2 POWER HUB BUILDINGS
- 2 MAIN MANAGEMENT BUILDINGS
- 2 MOTO.TRONICA CONTAINERS
- 2 ACCESS TEL CONTAINERS
- 2 COMPASS T. CONTAINERS
- GAMING MAT

ORDER AND STATE MARKERS

- 1 CIRCULAR TEMPLATE
- 1 RULER
- 3 TWENTY-SIDED NOMADS DICE
- 3 TWENTY-SIDED PANOCEANIAN DICE

INFINITYTHEGAME.COM

FIGHTING IN THE OPHIDIAN ARENAS



OPHIDIAN 2350: STARTER DISPLAY (9) (24)

HSG 201501-D \$160.00 | Available December 2015!

It's a grim and gritty *Ophidian* universe filled with cyborgs, bio-engineered constructs, demonic beasts, mystic beings, humans, and mythical creations. The year is 2350, legendary gladiators from different worlds and dimensions gather to seek fame, fortune, and the adulation of the crowd by fighting in the Ophidian arenas.

A UNIQUE CREATION STORY: OPHIDIAN 2350 & HACK AND SLASH GAMES

Ophidian 2350 is a gladiator combat card game with a unique creation story. Originally released in 2003 by Fleer, a company best known for its sports cards and bubble gum, *Ophidian* found itself treading water in a market flooded with new card games. Since its release, *Ophidian* stood apart by offering players an unusually high number of strategic options during gameplay. Unfortunately, its publisher went out of business shortly after the game's release, and all of Fleer's assets were either sold off or destroyed. Some even thought it was packed up in a wooden crate, and wheeled away into a warehouse stocked with an infinite number of other wooden crates filled with games that never got a fair chance in the marketplace, never to be seen again. Most people assumed the game was finished, and with good reason — it no longer had a manufacturer, and by all accounts no longer existed in the physical realm.

Fast forward to the fall of 2013, when Robert Shofkom, a former game store owner and US Army veteran, noticed small lots of *Ophidian* inventory starting to appear online on various auction websites. Remembering the game being quite good, and intrigued about its reappearance, Robert tracked down the source of these sales, and purchased the 20,000 pounds of *Ophidian* stock in its entirety. For the last decade, this sole remaining product had been shuffled and reshuffled from its original storage facility in New Jersey to various storage facilities — even making an appearance on *Storage Wars* as an unidentifiable "Fleer product." Finally, through Robert's procurement, *Ophidian* found its way from a warehouse in the hope state of Rhode Island to his storage facility in the friendship state of Texas.

OPHIDIAN 2350: BOOSTER DISPLAY (30)

HSG 201502-D \$75.00 | Available December 2015!



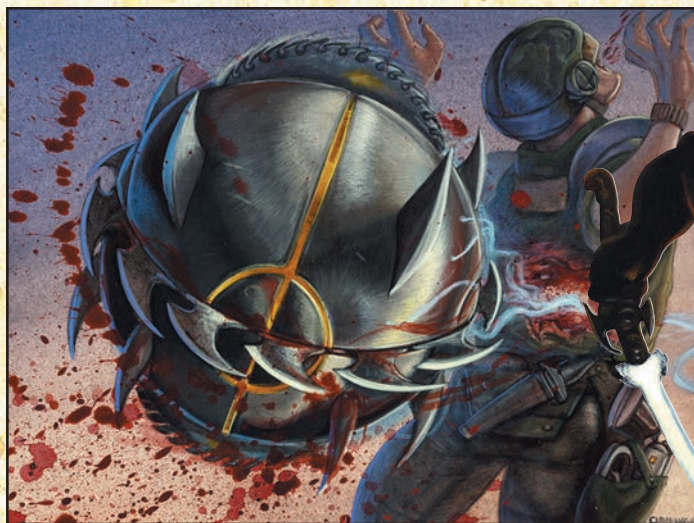
With a warehouse full of *Ophidian 2350*, Robert proceeded to draft a plan in order to sell the product by starting a brand-new game company. After jumping through many logistical and legal hoops, Robert established Hack and Slash Games and began selling his newly acquired product with the official blessing of its original design team.

A GAME OF GLADIATOR COMBAT: OPHIDIAN 2350

Ophidian 2350 is a game of gladiator combat, where each player selects a team of Gladiators, along with a deck that they have constructed from scratch. Gladiators begin the game at Level 1, and can level up throughout the course of combat. Gladiators have Disciplines, which are areas of expertise and skill, dictating which cards can be played from a player's deck. There are six different Disciplines,, ranging from War to Psi, from Bio-tek to Cybernetics, each with its own unique strategy and style of play.

The game does not use traditional turns, but instead uses a patented mechanic called "The Flow," which is a momentum-based system. While a player has The Flow they may perform actions. Actions that are inherently aggressive, like attacking and moving towards one's opponent, are positive actions. Actions which are inherently passive, like retreating, bringing in new Minions (creatures), and playing weapons or armor on Gladiators, are negative actions. When a player has The Flow, they may perform positive actions and continue to execute them until they're waylaid by a negative action, which passes The Flow to their opponent.





Ophidian is played over a series of four Waves (rounds of play), with additional tiebreaker Waves as needed. Players continue to pass the The Flow back and forth until both players consecutively pass, ending the round. Players enter a rest period between Waves called "The Breather." During The Breather, everything resets, new cards are drawn, and players may promote one of their Gladiators, raising its level.

The primary victory condition is to score more Victory Points than one's opponent. Victory Points are scored by defeating an opponent's Gladiators. An alternative victory condition involves "Cheer," which is generated when Gladiators attack. If a player can generate enough Cheer, they incite a riot and win the game immediately. It's not as easy as it sounds, as opposing Gladiators can intercept attacks to steal Cheer: leaping in front of an attack at the last second excites the crowd and takes the Cheer! Accumulated Cheer may also be spent to change an opponent's positive action into a negative action, disrupting their momentum and stealing The Flow.

Ophidian 2350 is a combat-oriented game. The strategy in how attacks are made, whether or not a player wants to intercept attacks, protect against them, or let them through, are all decisions made during gameplay. These decisions can either bring a player victory or defeat. A player's skill is a major influence in the game, more than in most games in the genre, because a player's chances to win *Ophidian* are less about their collection, and more about their in-game decisions.

CONNECTING TO THE AUDIENCE: HACK AND SLASH GAMES

Acquiring *Ophidian 2350* did not automatically guarantee its "sellability", so the first step was to determine the level of consumer demand and awareness of the game, and establish the best way of connecting the consumer to the product. By starting out small, selling directly to consumers both online and at conventions, Robert soon discovered that his original impression of *Ophidian* was a shared one and that there is, indeed, an audience and an active player community.

The second step was for Hack and Slash Games to connect to that audience. Robert decided to expand the Hack and Slash Games team, bringing on a partner, former game store employee and friend Chris Milling, whose enthusiasm for the game was just what the company



as they began working with Alliance Game Distributors to bring *Ophidian 2350* and other original games to the market. In a matter of weeks, the company went from selling product directly to consumers, to establishing nationwide distribution to retailers.

Hack and Slash Games has several core values:

- 100% made in the USA
- Low price point
- High quality materials
- Rated E (everyone)



As Hack and Slash Games approached distributors to get *Ophidian 2350* back into the market, many remembered the game and the consensus was that *Ophidian*, along with games like *Netrunner* and *Conan*, never got the support needed during their initial release. Games like these deserved a second chance, to be recovered from the mysterious warehouse of infinite crates and brought back into the players' hands.

LAUNCHING INTO THE FUTURE

The first *Ophidian* expansion, *Ophidian 2360: Survival of the Fittest*, launches early in 2016. The new non-collectible expansion will feature an improved card layout and design that is 100% compatible with the existing cards.

This year Hack and Slash Games will be present at gaming conventions, including GenCon, where they will be showcasing *Ophidian 2350* and *2360: Survival of the Fittest*.

To learn more about Hack and Slash Games, its mission and its team, please visit www.hackandslashgames.com – It is also the official information hub for upcoming *Ophidian* expansions, as well as all-new Hack and Slash Games releases.

...

Mim is a mom, wife, CEO, singer, actor, writer, songwriter/composer and screenwriter. The only thing she hasn't done is tend bar at The Raven - she'll sing you under the table any day!

NINJA

ALL STARS

Ninjas, ninjas everywhere! From the makers of Super Dungeon® Explore™, Ninja Division Publishing and Soda Pop Miniatures proudly presents, Ninja All-Stars™. This acclaimed Kickstarter from Ninja Division Publishing and Soda Pop Miniatures is finally released to retail! But what is Ninja All-Stars you might ask? Stay awhile, whisk your tea gently, contemplate the falling cherry blossoms, and stay in the shadows, as we explore this new game from Ninja Division..

Ninja All Stars is the brainchild of the Ninja Division and Soda Pop Miniatures creative teams. Our mission, to not only offer a unique and high quality product with tons of great new miniatures to collect, but to expand our games offerings to include community and league focused game play. Ninja All-Stars puts you in command of your clan's most elite ninja fighters. Each with their own classes and abilities, players will mix and match ninja from their team to accomplish a series of mission-like scenarios versus other player's ninja teams in a battle for honor at the Moon Tournament, Kagejima's premier ninja event.

Players will begin by selecting the shrine or clan they will be drawing their ninja from. The first ninja you hire is your Chunin, this is your teams leader. Already a master at his element, he is a strong fighter and has impressive skills at his command. A player then goes about selecting his team from basic ninja, like the Kaiken, Yajiri, and Kunoichi. Each with their own specialty, the Kaiken is a well-rounded fighter, while the Yajiri can attack silently from range with dart or arrow, while the Kunoichi is fast and dexterous, and can race to objectives or get the drop on slower enemies.



More specialists are available for a discerning strategist, like the clans Madoushi, Oni, and for a few coins more, even hire one of the roaming Ronin that lend their particular skills to a fight. The clans Madoushi is usually a powerful mage or chemist that looks to the clans spiritual or healing needs. In battle, they can call on powerful abilities or arcane droughts and concoctions to aid their fellow warriors. Your team can also include a powerful Oni, powerful spirits wrought of pure elemental power.

Players will get the most out of games of Ninja All-Stars when they set up a league of other players to do battle against. All of the components in this fully packed box give you enough miniatures, dice, team roster sheets, and other game materials to run up 4 player games in a league of your own. But that is not all. Throughout 2016, Ninja Division will be releasing special clan boxes for collectors to upgrade their teams with clan specific miniatures and character models to expand gameplay and better represent their teams on the tabletop.

Ninja All-Stars is a highly tactical strategy game pitting 2-4 teams against one another in competitive play. Using a unique elemental dice combat system, players will use their skill, luck, and the phases of the moon to get advantage in this quick and shadowy Moon Tournament. Between games, your team mates will earn experience for achieving

Expect much more through the year as Ninja Division continues to grow and expand this exciting new product. Remember, watch out for ninjas... there is always one watching!

objectives and defeating opponents. This will allow your most valued ninja to gain new skills and increase their base abilities as they progress through the tournament.



 **NINJA
DIVISION**
www.ninjadivision.com

SNOW TAILS (RGS 00508)

From Renegade Game Studios, reviewed by Eric Steiger and Rob Herman

 10 & Up	 2 - 5 Players
 30 - 60 Minutes	 \$55.00

Snow Tails should be a simple, easy, and straightforward racing game. It looks like one. And then it takes you by surprise with the amount of depth it has and planning it requires. There is a lot to this game, even with basic play... and there's a lot more than just that.

Play is deceptively simple. You have a dogsled, which you're racing against the other players. Your sled is pulled by two dogs, and has a brake. Each will have a rating between 1 and 5 (starting at 3). On your turn, you'll play 1 to 3 canine cards of a single value (also from 1-5) from your hand onto either of the two dogs or the brake. Then your sled moves. You move forward a number of spaces equal to the total of your two dogs, minus the brake. You also drift, a number of lanes equal to the difference between your two dogs, towards the stronger dog's side. If your sled is balanced (by having the dogs' values be equal), you get an optional bonus move equal to your current place in the rankings (1 space if you're in 1st, 2 if you're in 2nd, etc). Then you draw back up to five cards in your hand. The drift movement is a little tricky to get the hang of, and there are some quirks that are easy to overlook (note: your drift can never exceed your forward speed; we accidentally forgot that in our first game), but you'll figure it out pretty quickly.

It seems so easy, but the Lamont Brothers made it anything but. If you drift into the side of the course, your movement stops for the turn and you take a dent card. If you enter a turn going faster than the turn's speed limit, you take dent cards equal to the difference between your speed and the limit. Each dent card takes up space in your hand that could be occupied by a useful card, and you can't ever get rid of them. Then there's the fact that as you go around a turn, the outside lanes close up, so if you aren't drifting hard enough towards the center, you'll go crashing into a wall. If you can't reduce your speed from there, you'll keep crashing into the walls as you go around the corner, and pretty soon your sled will be nothing but firewood. In addition to clogging your hand, if you take a 5th drift card, you are out of the game (unless you passed the finish line first).



Unsurprisingly, the goal is to stay on the inside, go fast on the straights, slow down going into the turns, and then speed up coming out of them. But that's easier said than done, and there are a lot of ways to do it – medium-speed dogs with a high brake go slow enough into the turns to stay safe, but do you focus on stronger dogs or a weaker brake as you come out? If you're running high-speed dogs with a weak brake on the straight, how are you going to slow down for the corner – and make sure you drift in the direction you need to? It might be worth it to take a few dents later on as the price for speed... but that might limit your options (by clogging your hand with useless dent cards) when you need them the most.

In addition to the nuances and subtleties of the basic play, the game is incredibly replayable. The track consists of many double-sided individual modular pieces, so your track can be configured in hundreds of different ways (several suggested ones are in the back of the rulebook). In addition to the basic corners and hairpin turns, the advanced courses also feature chasms, trees to circumnavigate, and snowdrifts.

Like most Lamont Bros. games, *Snow Tails* was initially published in a limited print run by the designers themselves, and Renegade Game Studios did gamers worldwide a favor by reprinting it and making it widely available. Their reprint is faithful to the original, complete with the light humor in the rulebook and the inclusion of the "Big Paws" token for the player who takes the most time to make their move (go back and read that aloud). If you like racing games at all, and especially ones that are far more strategic than they look, you owe it to yourself to check out *Snow Tails*.

...

Eric and Rob are your friends, and friends wouldn't let you play bad games.



THE LORD OF THE RINGS™

THE CARD GAME



THE THING IN THE DEPTHS

ADVENTURE PACK

Amid turbulent seas, several of Middle-earth's greatest heroes must battle Corsairs and worse in *The Thing in the Depths*, the second Adventure Pack in the *Dream-chaser* cycle for *The Lord of the Rings: The Card Game*! Its sixty new cards introduce a new scenario in which you must save your ship from a nightmarish, tentacled beast.

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THE THING IN THE DEPTHS
MEC49 | \$14.95

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EXTRA! EXTRA! (MFG 4135)

From Mayfair Games, reviewed by John Kaufeld

 14 & Up	 2 - 6 Players
 60 - 240 Minutes	 \$65.00

"If you don't read the newspaper, you're uninformed. If you read the newspaper, you're mis-informed." — Mark Twain

Mark Twain would probably enjoy a round of Mayfair Games' *Extra! Extra!* He'd likely toss off wry commentary about the state of media and spin stories of his years as a journalist while dispatching reporters to gather news items and assembling articles to fill his page.

That's the heart of *Extra! Extra!* — the news and articles part, that is, not the wry commentary, although some of that will probably happen on its own as you play.

Extra! Extra! puts players in charge of a specialty newspaper that focuses on business, politics, sports, world events, and such. As the boss, your goal seems simple enough: Score the most points by filling up a page of your newspaper with headlines, stories, columns, and advertisements.

Of course, that's what everybody else wants to do too, so you need to be quick about it, because speed improves your score. But as anyone in the news industry knows, being first to press only counts for so much, even if it does give you bonus points.

To make a product that people prefer (and that scores you lots of extra points in the game), you need interviews with experts and special pieces that match your paper's theme and your readers' tastes. All of that takes time (and sometimes money), so carefully choose where your resources go.

You need to run a profitable operation as well. Keep the money flowing from advertisements and renting out your staff so you can keep your reporters in the field and the story tips flowing. Unfortunately, the readers only have so much taste for advertisements, so you can't put in too many (especially when they earn you no victory points).

As you can tell, lots of things happen at once in this game, which makes it an awful lot like the real news business. That dynamic puts an amazing amount of tension into the choices you make about where to assign reporter meeples each turn.

Each player starts the game with two reporters, a hand of story cards from the Copy, Features, and Photo decks, a copy editor card for your newspaper, and a stringer card.

Reporters are the general workers of the game. You use them for everything from gathering news tips to searching the Morgue, claiming articles, and hiring more reporters. The more people you have on your staff, the more you can do each turn. But just like the real world, reporters need to be paid.

If you can't pay a reporter, the meeple quits your paper and goes back into supply. Letting a reporter (or even two) go might make strategic sense if you see an opportunity to spend a little cash and get ahead, such as sending someone on an international assignment to get a great bunch of story cards or snatching a high-scoring article for your page layout before one of your opponents can grab it.

That brings up a very interesting mechanic in the game, namely the spaces on the board. When you place a reporter, the meeple goes into one of the board's action spaces. (The game officially refers to these as just "spaces" but it makes more sense to me if I add "action" to their name. It's probably a word geek thing. Moving on...)

The board includes three kinds of spaces: Uncontested, instant, and contested. Uncontested and instant spaces are always available to all

players. If they wanted to, everybody could put a meeple on one of these spaces during the same turn — there's room for all comers.

Things get competitive (and sometimes ugly) in the contested spaces. These spaces have room for just one reporter meeple each turn. If someone else put a meeple into the space you want (such as the juicy international assignment I mentioned earlier), you need to bump that guy out by assigning

your meeple to the space along with some cash.

Why cash? It represents an extra investment you made so your reporter can do the job better than the other guy. Thematically, maybe you bought non-stop plane tickets, got a rental car, or paid for a high-speed Internet connection. But beware: If your opponent has more cash to invest, she can bump your meeple out and put hers back in.

The contested spaces and several other pieces of the game design give a very direct player-versus-player element to the game, but such is life in the world of competitive news gathering. It's a man-bites-dog world out there, and

the same goes for the *Extra! Extra!* newsroom.

The game offers strong replayability with nine scenarios that adjust the size and shape of your newspaper layout. I particularly appreciate how the game's double-sided board (which depicts the various departments of a newspaper office) adjusts the available options depending on the number of players.

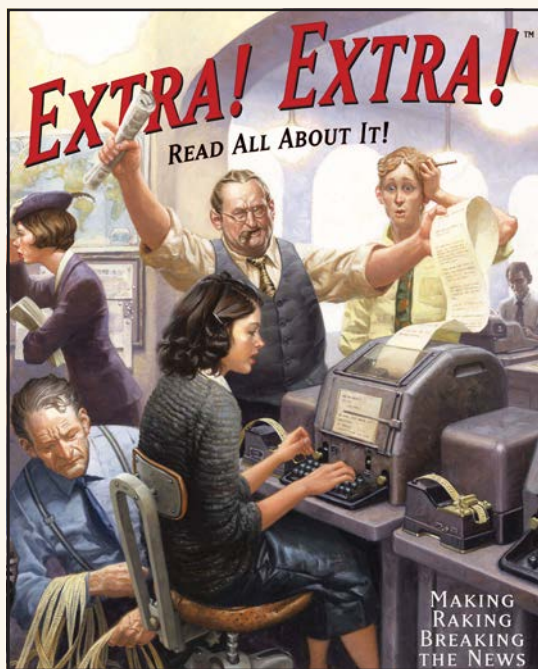
Extra! Extra! keeps a reasonable balance between planned strategy and random elements, although it seems to lean a little toward the random side with its reliance on draws from several decks of cards. Even there, the design tempers some of that randomness with the Stringer (gives you first shot at a single story card from any location on the Newsdesk) and the Copy Editor (a wild card in your specialty to help you finish the requirements for an article).

If your gaming group likes *not* playing nice with each other every so often, then you'll find a lot to like here. You also need to like a system-oriented worker placement mechanic, where your strategy focuses on seizing opportunities that others miss while patiently building up your resources and options.

So gather your wits, sharpen your pencils, and channel your inner Joseph Pulitzer, William Randolph Hearst, or perhaps Perry White to come out on top in the news business with *Extra! Extra!*

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).



KING CHOCOLATE (MFG 4137)

From Mayfair Games, reviewed by Rebecca Kaufeld

	10 & Up		2 - 5 Players
	30 - 60 Minutes		\$49.00

Making chocolate sounds easy. There are only six steps from plant to perfection, and your family has been doing this for generations. It shouldn't be that difficult... it's only one of the greatest treats of all time — a candy-coated delight for children, a decadent dessert for adults, and used for a variety of parties, holidays, and other cultural celebrations during the year.

(Okay, so it's a little more complicated than you'd think.)

In *King Chocolate*, players take on the role and responsibilities of a chocolatier. Each one will take their craft through the six stages of chocolate: from pods to beans, then dried and roasted, shelled for the nibs, ground into liquor, and finally, mixed with other ingredients to become the perfection that one finds in stores. However, good assistants are hard to come by, and each chocolatier will only be able to accomplish four of the six steps on their own.

The remaining two... will need some extra help.

Each process is represented by a hexagonal tile. Two tiles, or steps in the process, are paired together to form one playable piece. Every turn, players match at least one of the tile pieces in their hand to other tiles already on the table, creating a color-coded board of chocolate-y goodness. Processing chocolate itself is simple: small cubes (used to represent cocoa beans) move from Step 1 tiles to Step 2, and continue from one colored space to the next until they reach Step 6. The cocoa, then "finished", becomes chocolate and moves off the board.

Simple. Right? Almost. Here's where it gets tricky.

Each player has four workers that oversee different areas of the chocolate-making process, and can be placed at groups of Step tiles (for example, one meeple oversees a group of Step 1 tiles, a second meeple watches over Step 3 tiles, etc). Every time cocoa cubes leave that particular group of tiles, that meeple's employer receives \$1 per cube. However, in order keep getting paid, chocolatiers need to move cocoa cubes constantly through steps 1-6 of the chocolate-making process.

So, if each player only has four meeples to oversee different steps, how do chocolatiers get paid for the whole process? They don't. At some point, the chocolatiers have to work together.

Players don't earn money per amount of chocolate completed. Instead, the only way to earn an income is to move chocolate out from the areas that you and your helpers oversee... but in order to get the chocolate to your areas, the bank may need to pay a different player to clear out the area they're coming from.



For example, if Player A controls Steps 1, 3, 4, and 5, and Player B controls steps 2 and 6, play is quite simple: cocoa cubes move into Step 1. They move from Step 1 to Step 2, and pay Chocolatier A on the way out. Then, they move from Step 2 to Step 3, and pay Chocolatier B for keeping an eye on them for a turn. It circulates like this through the whole process, ultimately paying the players once per step controlled. By the time the chocolate is complete, the bank paid four times for Player A (steps 1, 3, 4, and 5) and twice for Player B (steps 2 and 6). The amount paid varies based on the number of cocoa cubes and available spaces. Production areas on a tile can accept anywhere from one to two cubes per tile, but several tiles placed together can create immense factories that churn out rivers of chocolate. That is, if there are enough spaces in the following step to house all of it...

King Chocolate is a delicate balance of give and take, requiring both cooperation with other chocolatiers (to process chocolate quickly through various steps of production) and strategic maneuvering (to ensure that same cooperation doesn't leave you in last place). Only the greatest player will master both sides and be able to ascend to fame and fortune, earning their place in sweet history. Do you have what it takes?

King Chocolate is designed for chocolatiers ages 10 and up, and entertains 2-5 players per game. With a game time of 30-60 minutes, it has the potential to become the newest answer to "let's play a quick game!", and is sure to delight many in your game group.

I mean, really; who wouldn't love a game about chocolate?

...

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.

 14 & Up	 1 - 4 Players
 30 - 90 Minutes	 \$39.95

The villagers have whispered about a place not far from here in secret. Ruins that have been long since abandoned are now infested with all manner of monsters and beasts. But there has also been talk about a growing evil that, if not stopped, will spread throughout the village and the rest of the world. Will anyone take charge and help defeat this evil? This is the setting of *Warhammer Quest*, a new cooperative Adventure Card Game from Fantasy Flight Games.

Based on the classic Games Workshop board game of the same name, players are tasked with assembling a group of up to four adventurers through five campaigns. The heroes range from a Warrior Priest and Dwarf Ironbreaker, to a Wood Elf Waywatcher and a Bright Wizard. After selecting the first campaign and reading the victory conditions players set up by drawing four of their corresponding action cards. The players must also decide who will be the party leader, and this is a position that requires a level of responsibility. Not only is the party leader tasked with taking his hero's actions first, he also serves as arbiter when the players cannot agree to a specific course of action.

All of the quests come complete with everything needed to set up the game, including the number of locations, gear, and enemies present in the environment. For completion of each quest you are given a reward, however, failure results in a penalty throughout play. So, you must choose your quest carefully — if you are overwhelmed it might be detrimental to your party in the long run.

Each round is broken up into four phases: the hero phase (the players take action), enemies phase (to intercept the heroes), location phase (travel to a new location), and peril phase (which may trigger effects or monsters to spawn). Heroes can choose to do one of four actions during each round of play. The explore action allows the hero to check around an area for items that may become useful during their quest. The hero can also rest for a turn to recover some of the damage he has taken from encounters and monsters that inhabit the ruin, as well as aid another hero, which in turn boosts their attack to help defeat harder foes. Alternatively, when enemies appear, a hero can attack the monsters, dispatching them by blade and magic.

Resolving these actions requires the player to roll the dice. If they score a number of successes they either defeat an enemy or can move to another location. Fail and you may lose some health, and if you lose too much you can be



defeated. In each of these five quests a strong and powerful creature inhabits that part of the dungeon. This nemesis can spell trouble for even the most seasoned adventurers, and you'll want to garner aid from your allies. The players can complete a quest by fulfilling all the requirements on the quest card (usually by fully exploring an area or defeating monsters).

Between quests the players can venture towards the settlement stage to heal up, earn new actions, and acquire new gear. This makes the game more enjoyable as it feels that you are embarking on a grand quest instead of just playing a card game. There are also additional quests called "Delve Quests" that are not played along with the main campaign. These are side quests that do not have a settlement phase and are a more accelerated version of the quests that are included with the game.

Another unique feature of *Warhammer Quest* is the ability to play the game solo. Yes, you heard me right! A single player can select two out of the four heroes, choose a quest to engage in, and resolve play completely individually. Plus, these games are usually resolved within 30-90 minutes, instead of hours.

I have played the original *Warhammer Quest* and while it was a blast to play, Fantasy Flight Games took the best and made it even better. With a fast-paced and easy-to-learn rules set and the ability to play with 1 to 4 players *Warhammer Quest*, this Adventure Card Game is definitely one to add to your library. For more information about this game head over to www.fantasyflightgames.com and get ready to go on an adventure.

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.

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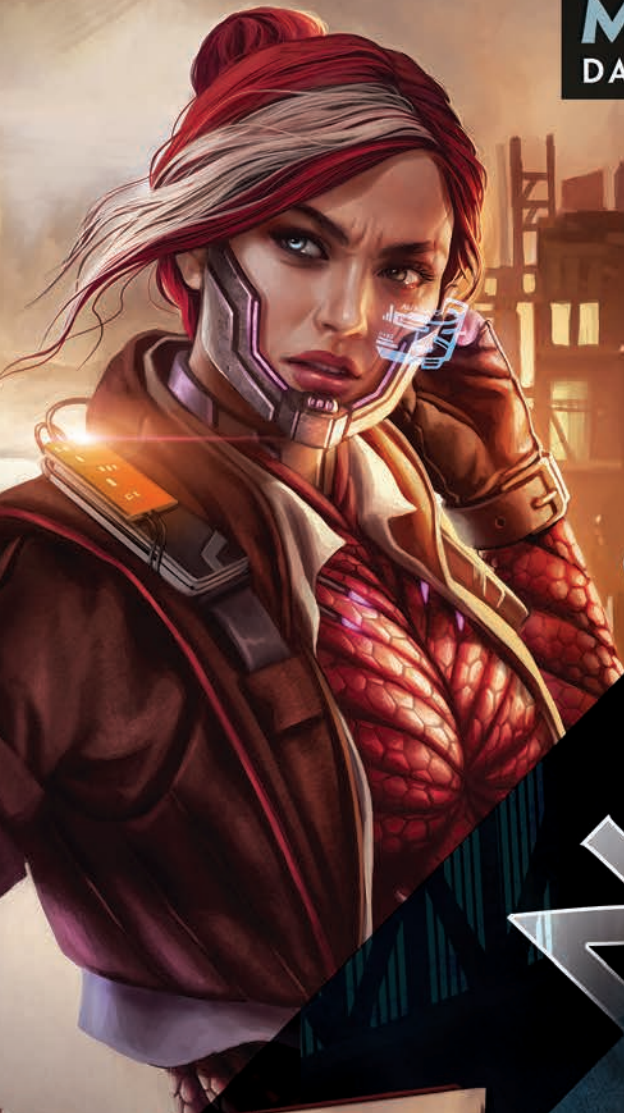


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